SW5E

WRETCHED HIVES

STAR WARS5E

Visit the spectacular cities of Star Wars in this campaign addition for the world's greatest roleplaying game

WRETCHED HIVES

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TABLE OF CONTENTS

Introduction 4
Chapter 1: Step-By-Step Factions 7
Chapter 2: Entertainment and Downtime 10
- Bounty Hunting 12
- Buying Enhanced Items 13
- Carousing 14
- Crafting 16
- Crime 18
- Espionage 19
- Gambling 20
- Mercenary Contracting 22
- Pit Fighting 23
- Racing 24
- Research 26
- Selling Enhanced Items 27
- Training 28
- Work 29

Chapter 3: Factions and Membership 10
- Faction Benefits 32
- Membership Ranks 34

Chapter 4: Using Ability Scores 36
Chapter 5: Equipment 40
- Armor and Shields 40
  - Armor Materials 40
  - Armor Properties 41
- Weapons 43
  - Weapon Properties 43
- Focuses 48
  - Casting Properties 48
- Adventuring Gear 50
- Tools 59
- Trade Goods 60
- Substances 60

Chapter 6: Customization Options 64
- Feats 64
- Weapon Focus 66
- Weapon Supremacy 67
  - Weapons by Class 70

Chapter 7: Enhanced Items 70
- Enhanced Item Categories 71
- Awarding Enhanced Items 72
  - Enhanced Item Values 73
- Modifiable Items 74
    - Variant: Common Modifications 75
- Cybernetic Augmentations 76
- Droid Customizations 77

Chapter 8: Tool Proficiencies 78
- Toolbs by Item 79

Appendix A: Enhanced Items 93

INTRODUCTION

The *Star Wars* 5th Edition roleplaying game is about vast worlds populated by myriad sites and species. It shares elements with childhood games of make-believe. Like those games, SW5e is driven by imagination. It's about picturing the expansive marketplace and seeing the different people's living their lives, and seeing how they might interact with the player's characters.

This book is designed to add another significant layer to your SW5e experience. The rules are designed to work alongside the traditional SW5e ruleset, and so an experienced player should have no trouble jumping right into the book. For the less experienced-or more curious-player, this Introduction discusses the basics.

> **Game Master (GM):** As you enter the teeming marketplace in a disreputable sector of Nar Shaddaa, you see merchants of all types peddling wares, trying to entice the flowing traffic. As you move further into the crowd, one of the vendors catches your attention as they hail you.
>
> **Rickey (playing Vinto):** I'm going to check out what they have for sale.
>
> **Drew (playing Dash):** I'm going to keep an eye on the crowd to make sure our things aren't stolen.
>
> **Erik (playing Kodo):** ...

Unlike a game of make-believe, SW5e gives structure to the stories, a way of determining the consequences of the adventurers' actions. Players roll dice to determine whether or not they can haggle for a better price, or to try to entice a merchant to accept work instead of credits for their goods. Anything is possible, but the dice make some outcomes more probable than others.

> **Game Master (GM):** OK, one at a time. Rickey, you're checking the vendor's goods?
>
> **Rickey:** Yeah. Do I see anything cool?
>
> **GM:** Make an Intelligence check.
>
> **Rickey:** Does my Investigation skill apply?
>
> **GM:** Sure!
>
> **Rickey (rolling a d20):** Eight. I hate this die!
>
> **GM:** You see many trinkets and baubles but nothing catches your eye. And Drew, Dash is watching the crowd?
>
> **Drew:** Yup!
>
> **GM:** Okay. Eric, what's Kodo doing?
>
> **Eric:** ...

In the *Star Wars* Dungeons and Dragons game, each player creates an adventurer (also called a character) and teams up with other adventurers (played by friends). Working together, the group might join a faction, earning renown to increase their standing. They might become benevolent Jedi, malevolent Sith, ruthless bounty hunters, or scurrying scoundrels. If no faction catches their attention, they might instead create their own.

One player, however, takes on the role of the Game Master (GM), the game's lead storyteller and referee. The GM creates adventures for the characters, who navigate its hazards and decide which paths to explore. The GM might describe a populous city, and the players decide what they want their adventurers to do. Will they spend time buying and selling wares? Or will they look for work and entertainment in the city to make—or spend—their coin?

Then the GM determines the results of the adventurers' actions and narrates what they experience. Because the GM can improvise to react to anything the players attempt, SW5e is infinitely flexible, and each adventure can be exciting and unexpected.

The game has no real end; when one story or quest wraps up, another one can begin, creating an ongoing story called a **campaign**. Many people who play the game keep their campaigns going for months or years, meeting with their friends every week or so to pick up the story where they left off. The adventurers grow in might as the campaign continues. Each force defeated, each adventure completed, and each relic recovered not only adds to the continuing story, but also earns the adventurers new capabilities. This increase in power is reflected by an adventurer's rank in a faction, and the tier of the faction itself.

There's no winning and losing in the *Star Wars* Dungeons and Dragons game—at least, not the way those terms are usually understood. Together, the GM and the players create an exciting story of bold adventurers who confront deadly perils. Sometimes an adventurer might come to a grisly end, dispatched by a Sith lord. The party itself might meet its demise if it antagonizes a powerful and malicious faction. Even so, the other adventurers can beseech a powerful Jedi to revive their fallen comrade, or the players might choose (or be forced) to create new characters to carry on. The group might fail to complete an adventure successfully, but if everyone had a good time and created a memorable story, they all win.

EXPLORE CITIES

One of the premier components of *Star Wars* 5th Edition, versus a traditional Dungeons and Dragons campaign, is the massive—almost overwhelming—number of planets. Each planet, and each city, hosts its own species, communities, factions, and traditions.

Each city hosts its own activities and factions. Players can choose to engage in these activities and join these factions if they so desire. Alternatively, players can instead form their own faction, recruiting other

members to span across multiple cities, planets, or even the galaxy itself.

But if your players want to explore cities more indepth, this book is designed to those ends.

USING THIS BOOK

Wretched Hives is divided into eight chapters.

Chapters 1-4 are about spending time in cities, joining factions or creating your own, and how to run inter-faction conflict. It includes information on the major activities adventurers can engage in, as well as the boons they gain for joining a faction and maintaining a good standing. It also includes the rules for creating their own faction, if they so choose, with a step-by-step guide on how to build one. Lastly, it includes rules to help govern or inspire conflict between factions.

Chapters 5-6 include new adventuring gear and customization options to help players realize their characters. It adds many new weapons and armor, including new properties, as well as all sorts of new adventuring gear, tools, and trade goods.

Chapters 7-8 include the rules for enhanced items and tools, including how to implement them in your game and give tools more weight.

TIERS OF PROFICIENCY

In addition to the two tiers of proficiency present in the Player's Handbook—proficiency and expertise—Wretched Hives introduces four new tiers of proficiency: trained, mastery, high mastery, and grand mastery. Additionally, the six tiers of proficiency now form an established hierarchy, from trained to grand mastery. Progressing from one tier to the next is not a given, however; if you're proficient in a skill, and you gain that proficiency again from another source, you do not automatically gain expertise. Instead, in these instances, you can choose another proficiency of the same type, as discussed in Chapter 4 of the Player's Handbook.

TRAINED

Trained lets you add half your proficiency bonus. Certain features, such as the Led by the Force class feature, grant this tier of proficiency. A character can be trained in skills, tools, saving throws, and weapons.

> When a character becomes proficient in a skill or tool, they can instead choose to become trained in two skills or two tools, respectively. If a feature or feat would grant expertise in a skill or tool in which you are proficient, you would instead become proficient in the two skills or tools in which you became trained.

PROFICIENT

Proficient lets you add your proficiency bonus. Proficiency can be obtained in skills, tools, saving throws, and weapons.

EXPERTISE

Expertise lets you add twice your proficiency bonus. Expertise can be obtained in skills, tools, and saving throws.

MASTERY

Mastery lets you add twice your proficiency bonus. Additionally, you always have advantage with mastery. Mastery can be obtained in skills, tools, and saving throws.

HIGH MASTERY

High mastery lets you add twice your proficiency bonus. Additionally, you always have advantage with mastery, and when you make a roll with advantage at this tier of proficiency, you can reroll one of the dice once. You must use the new roll. High mastery can be obtained in skills, tools, and saving throws.

GRAND MASTERY

Grand mastery lets you add twice your proficiency bonus. Additionally, you always have advantage with mastery, and when you make a roll with advantage at this tier of proficiency, you can reroll each of the dice once. You must use the new roll for each die. Grand mastery can be obtained in skills, tools, and saving throws.

CRITICAL SAVING THROWS

This book introduces a new mechanic that enables saving throws to crit, both in a creature critically failing or succeeding on the saving throw. Natively, creatures cannot critically fail or succeed on saving throws; instead, certain features or items enable this capacity.

CRITICAL FAILURES

When a creature critically fails a saving throw against an effect that would deal damage, they treat the effect's damage as if it had rolled the maximum.

Critical Fail Range. The critical fail range of an effect determines on what d20 results a creature critically fails a save. Typically, effects have a critical fail range of 0, meaning a creature can't critically fail a saving throw. A critical fail range of 1 would mean a creature critically fails on a saving throw if they roll a 1, while a critical fail range of 2 means a creature critically fails a saving throw if they roll a 1 or a 2. A critical fail range cannot exceed 4, causing creatures to critically fail on a 1-4.

Certain effects, such as Explosives Style, cause creatures to take maximum damage if they roll a 1 on the saving throw. Such effects should be treated as a critical fail range of 1.

> **KEEN CRITICAL SAVES**
> Weapons with alternate fire modes, such as burst or bright, don't benefit from the keen property. Consider extending the benefits of the keen property to the critical fail range for those weapons.

CRITICAL SUCCESSES

When a creature critically succeeds on a saving throw against an effect that would deal damage, they treat the effect's damage as if it had rolled the minimum.

Critical Success Range. A creature's critical success range determines on what d20 results that creature critically succeeds on a save. Typically, a creature has a critical success range of 0, meaning a creature can't critically succeed on a saving throw. A critical success range of 1 would mean a creature critically succeeds on a saving throw if they roll a 20, while a critical success range of 2 means a creature critically succeeds on a saving throw if they roll a 19 or a 20. A critical success range cannot exceed 4, causing a creature to critically succeed on a 17-20.

VARIANT: ROLLING 1 OR 20

In addition to critical failures and successes, you can consider adding the following rule as well.

If the d20 roll for a saving throw is a 20, a creature automatically succeeds on the saving throw, even if the result of their save would not meet or exceed the save DC, and they treat the save as a critical success.

If the d20 roll for a saving throw is a 1, a creature automatically fails the saving throw, even if the result of their save would meet or exceed the save DC, and they treat the save as a critical failure.

CRAFTING AND BLUEPRINTS

If crafting is intended to be integral to your game, your player's characters should start with—and learn over time—the blueprints to craft enhanced items over time. All characters with proficiency in a tool know how to craft all unenhanced items that are governed by that tool. Additionally, a character with proficiency in a tool knows a number of blueprints equal to half their level (rounded up). A character with expertise instead knows a number of blueprints equal to their level. Whenever a character gains a level, they can exchange one blueprint they know for another one. A character can only know standard blueprints at 1st level, but can learn higher rarity blueprints as they gain increase in levels. A character can learn premium blueprints starting at 5th level, prototype at 9th level, advanced at 13th level, legendary at 17th level, and artifact at 20th level. As GM, you can allow player's to choose their own blueprints, or you can choose for them. If a character has proficiency in multiple tools, they determine their known blueprints for each tool separately.

For instance, a 3rd-level character with proficiency in armstech's implements knows how to create all unenhanced blasters and vibroweapons, as well as up to two enhanced blasters or vibroweapons of standard rarity. A 5th-level character with expertise, however, can know up to five enhanced blasters or vibroweapons of premium rarity or lower.

CAREFUL CHECKS

When you spend at least 10 minutes performing an activity that requires an ability check, that check has consequences for failure, and you don't have disadvantage on the check, you can choose to make that check carefully, colloquially called "taking 10". If you do so, you treat the check as if you had rolled a 10 on the d20. For instance, if you are crafting an item, during resolution you make an Intelligence check with the appropriate tools to determine your d100 Roll Modifier. Instead of rolling the d20, you can make a careful check and take 10, treating the check as if you'd rolled a 10, adding your Intelligence modifier and proficiency bonus, if you are proficient with the tools.

If you would have advantage on the check, you can instead take 15.

ENGINEERS

Many engineer archetypes are built around modifying a specific item. For instance, armstech engineer is focused entirely on modifying and upgrading blasters and vibroweapons. If you have any of these engineers at the table, while using this book, you'll want to include the following rules:

- Engineer's class-specific chassis are not restricted to using mods of a certain rarity. For instance, if a 4th-level armstech engineer comes across an artifact rarity blaster modification, and they are skilled enough to install it, they can benefit from it.
- Engineer's class-specific chassis are not restricted to only one of each modification, but if that modification adds a bonus, such as +1 to attack rolls, or the keen 1 property, the total of that bonus across the item can not exceed half the engineer's proficiency bonus (rounded up).
- Engineer's class-specific chassis can include a number of augments up to half their proficiency bonus (rounded up), which count towards their total modifications. For instance, a 4th-level engineer, with a proficiency bonus of +2, can have only one augment in their item.
- Engineer's class-specific chassis only ever count as one attunement, regardless of the rarity of the modifications inside it.

WHAT IT BRINGS

Wretched Hives is designed to be an *in addition to* rather than *instead of*. If you implement some—or all—of these rules, however, you create more powerful adventuring parties. The rules included here add an additional level of customization to characters. All of the rules work in conjunction with each other, but are generally not interdependent; use as much or as little as you like.

CHAPTER 1: STEP-BY-STEP FACTIONS

Many factions span the galaxy, from lowly gangs inhabiting a single city to governments controlling the majority of known planets. While many characters will find a faction they want to join—for instance, a Jedi will most likely want to climb the ranks of the Jedi Order—many characters will prefer to build their own.

Before you dive into step 1 below, thinking about whether or not establishing your own faction is the correct route, and what your faction will do that is not already done better by others. You might want to create your own bounty hunter organization and try to take on the greatest bounties the galaxy has to offer. Maybe you want to start your own government and break away from the known powers. Perhaps you want to start your own faction of Force-wielders, separate from the Jedi and the Sith. Or maybe you just want to create your own chain of casino resorts, with pazaak and companions.

Once you have a faction in mind, follow these steps in order, making decisions that reflect the faction you want. Your conception of your faction might evolve with each choice you make. What's important is that your faction helps you realize a character you're excited to play.

Throughout this section, we use the term **faction sheet** to mean whatever you use to track your faction, whether it's a formal sheet (like the ones at the end of these rules), some sort of digital record, or a piece of notebook paper. The official SW5e sheets are a fine place to start until you know what information you need and how you use it during the game.

Building the Mandalorians

Each step of faction creation includes an example of that step, with a player building the iconic faction the Mandalorians.

1. Determine Your Ideals

Every faction deviates in what they value, how they exercise those values, and what kind of members they attract. Your faction's ideals help determine what kind of members you'll attract, should you decide to recruit outside the confines of your party.

Goals

Each faction has its own goals. One of the most common goals many factions share is the desire for increased wealth and influence. Many factions, however, have goals unique to their own efforts. For instance, a faction might have a goal of maintaining peace and prosperity in their region, directing all of their wealth and influence towards that one goal.

Beliefs

Each faction also has its own beliefs. Many nefarious factions, such as the Exchange, believe power should be wielded by the strong, and that the weak deserve to be enslaved, while a more monetarily motivated faction, such as the Commerce Guild, believe that material wealth is the greatest source of control.

Member Traits

Members of a faction are often drawn to it because they share common traits with its members. For instance, criminals who prefer to work alone, or in small groups, might be drawn to the Black Sun, while bounty hunters might choose to join the Bounty Broker's Association to earn greater wealth and prestige.

Insignia

Every faction has a symbol that represents it, whether that symbol is worn publicly or only shown in secret.

Building the Mandalorians, Step 1

Mandalorian culture places heavy emphasis on strength and worthiness. The primary **goal** of the Mandalorians is to prove that their strength is greater than that of others. Mandalorian **beliefs** are characterized by the *Resol'nare*, or the Six Actions:

- A Mandalorian must wear armor.
- A Mandalorian must speak Mando'a.
- A Mandalorian must defend themself and their family.
- A Mandalorian must contribute to the overall well-being of the clan.
- A Mandalorian must raise their children as Mandalorians.
- A Mandalorian must heed Mandalore's call and rally to their cause.

Mandalorians often share **member traits** of being strong, hardy, resilient, and uncompromising. The Mandalorian **insignia**—the *Kyr'bes*—features the skull of a mythosaur. It is a badge of honor that Mandalorians wear openly.

2. ESTABLISH A HEADQUARTERS

Most factions have use of a headquarters. For smaller factions, it might be a simple building, or even a room. For larger factions, however, it might be a space ship, a space station, or even an entire moon or planet. A faction headquarters is required to recruit members to a faction.

What type of headquarters you choose for your faction makes a statement about how effective your faction is in whatever field it operates. Choosing the appropriate location and appearance for your faction's headquarters can help or hinder your ability to recruit new members.

OPERATING COSTS

Beyond the required costs for actually maintaining a headquarters, factions have costs directly associated with their functions. These fees might cover licensing fees, bribes, government contracts, etc. These fees amount to roughly 1,000 cr per headquarters per month.

Building the Mandalorians, Step 2

The Mandalorians have myriad headquarters throughout the galaxy, including a massive flagship the *Spirit of Vengeance.*

3. DETERMINE ABILITY SCORES

Much of what your faction does—and how it directly affects its members—depend on its six abilities: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, and **Charisma**. Each ability has a score, which is a number you record on your faction sheet. The six abilities and their use in the game are described in the **Using Ability Scores** chapter.

You generate your faction's six **ability scores** using a standard array: 16, 14, 14, 12, 10, 8. You then take these six numbers and write each number beside one of your faction's abilities to assign score to Strength, Dexterity, Constitution, Intelligence, and Charisma.

After assigning your ability scores, determine your faction's **ability modifiers** using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

Building the Mandalorians, Step 3

Mandalorians value strength above all, so we assign the highest score, 16, in Strength. The next highest scores—both 14—we apply to Constitution and Wisdom, since Mandalorians are both resilient and perceptive. We then apply the final three scores—12, 10, and 8—to Charisma, Dexterity, and Intelligence, respectively. The Mandalorian ability scores and modifiers look like this: Strength 16 (+3), Dexterity 10 (+0), Constitution 14 (+2), Intelligence 8 (-1), Wisdom 14 (+2), Charisma 12 (+1).

Ability Scores and Modifiers

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

4. RECRUITMENT

In order for a faction to grow, it must recruit members. A smaller faction will have trouble recruiting skilled members, while larger factions don't.

REQUIREMENTS

Factors, such as a faction's ideals, headquarters, and ability scores play a huge part into how many people a faction can recruit, and how skilled those individuals are. Additionally, many higher skilled potential members of a faction will not consider joining until the faction reaches a high enough tier.

DUES

Every faction comes with some requirements that must be fulfilled for members to maintain their status in the faction. For some, it might be simple credit dues. For others, they might require a certain amount of work each month. Consider what your faction's dues should be carefully.

MEMBERSHIP RANKS

Factions have five total ranks. New members start at 1st rank, and over time can work their way as high as 5th rank. Each rank unlocks unique benefits on its own, in addition to the normal benefits of faction membership.

Building the Mandalorians, Step 4

Mandalorians are a large, galaxy-spanning faction, that doesn't rely on active recruitment. Instead, new members tend to seek out Mandalorian clans to join. Mandalorians require new members to proficient in at least one martial weapon and require at least one workweek of work a month to retain status.

5. COME TOGETHER

Factions are a great way to tie a party together in a way that an adventure sometimes can't. To some parties, the founding and expanding of a faction can be an adventure in itself.

BEYOND 1ST TIER

As your faction expands and earns renown, it increases in tier. Each tier unlocks new features, or expands on old ones.

FACTION FEATURES

When your faction increases in tier, it offers features that benefit members, as shown in the Factions and Membership chapter. Some of these features allow you to increase your faction's ability scores. You can't increase an ability score above 20. In addition, every faction's proficiency bonus increases at certain tiers.

Some features only apply to members who have achieved a certain rank. For instance, a 5th-tier faction has access to a cache of premium enhanced items, but only members of 2nd rank or higher are able to requisition from that cache.

RENOWN

Renown is the primary source of faction and membership progression. Characters earn renown when they work on behalf of their faction, benefiting both themselves and the faction itself.

Building the Mandalorians, Step 5

Mandalorians are a tier 17 faction, having existed for thousands of years, unlocking numerous features over time.

Faction Training. Mandalorians have four faction training options. They have their faction-specific language, *Mando'a*. They also place heavy emphasis on crafting, so they have armormech's tools, armstech's tools, and mechanic's kits.

Assocation Proficiency. Mandalorians are proficient in four ability scores: Strength, Dexterity, Constitution, and Wisdom. When the faction makes an ability check with these abilities, they add their proficiency bonus (+6) to the check.

Faction Activity. Mandalorians have three faction activities: Bounty Hunting, Mercenary Contracting, and Pit Fighting.

Enhanced Insignia. Mandalorians have an enhanced insignia. While wearing their insignia, all Mandalorians can cast the *combustive shot* at-will tech power (Player's Handbook, page 230). Intelligence is their casting ability for this tech power.

Ability Score Improvement. Mandalorians have four ability scores improvements. They apply two of them to Strength, one to Dexterity, and one to Constitution. The Mandalorian ability scores and modifiers now look like this: Strength 20 (+5), Dexterity 12 (+1), Constitution 16 (+3), Intelligence 8 (-1), Wisdom 14 (+2), Charisma 12 (+1).

Premium Item Stockpile. Mandalorians choose Mandalorian Helmet as their favored premium enhanced item. Any 2nd rank or higher members can procure this item.

Prototype Item Stockpile. Mandalorians choose Mandalorian Beskar'gam as their favored prototype enhanced item. Any 3rd rank or higher members can procure this item.

Association Expertise. Mandalorians have expertise in two ability scores: Strength and Wisdom. When the faction makes an ability check with these abilities, they add twice their proficiency bonus (+12), instead of their normal proficiency bonus.

Advanced Item Stockpile. Mandalorians choose Mandalorian Shuk'orok as their favored advanced enhanced item. Any 4th rank or higher members can procure this item.

Association Advantage. Mandalorians have advantage on one ability score: Strength. When the faction makes an ability check with this ability, they have advantage on the roll.

Ability Score Mastery. Mandalorians have one ability score mastery. They apply this to Strength, increasing the score and it's maximum by 2. The Mandalorian ability scores and modifiers now look like this: Strength 22 (+6), Dexterity 12 (+1), Constitution 16 (+3), Intelligence 8 (-1), Wisdom 14 (+2), Charisma 12 (+1).

Legendary. Mandalorians choose the Darksaber as their favored legendary enhanced item. Only one 5th rank member can procure this item.

CHAPTER 2: ENTERTAINMENT AND DOWNTIME

Any campaign benefits when characters have time between adventures to engage in other activities. Allowing days, weeks, or months to pass between adventures stretches the campaign over a longer period of time and helps to manage the characters' level progression, preventing them from gaining too much power too quickly.

Allowing characters to pursue side interests between adventures also encourages players to become more invested in the campaign world(s). When a character owns a cantina in a city or spends time carousing with the locals, the character's player becomes more likely to respond to threats to the city and its inhabitants.

As your campaign progresses, your players' characters will not only become more powerful, but also more influential and invested in the world. They might be inclined to undertake projects that require more time between adventures, such as building and maintaining a stronghold. As the party gains levels, you can add more downtime between adventures to give characters the time they need to pursue such interests. Whereas days or weeks might pass between low-level adventures, the amount of downtime between higher-level adventures might be measured in months or years.

Downtime activities are tasks that usually take a workweek (five days of work plus two days of rest) or longer to perform. These tasks can include buying or creating enhanced items, criminal activities, general carousing, or simply working a job. A character selects a downtime activity from among those available, and you, as GM, then follow the rules for the activity to resolve it, informing the player of the results and any complications that ensue.

RESOURCES

Each activity has a resource requirement, typically comprised of money and time, though some may have greater requirements. The required amount of money and time to perform an activity varies, as described in the activity's resource description.

RESOLUTION

The Resolution portion of each activity's description tells you how to resolve it. Many activities require an ability check, so be sure to note the character's relevant ability modifiers. Follow the steps in the activity, and determine the results.

Most downtime activities require at least a workweek to complete. Some activities require days, weeks (7 days), or even months (30 days). A character must spend at least 8 hours of each day engaged in the downtime activity for that day to count toward the activity's completion.

For many downtime activities, the days of an activity don't need to be consecutive; you can spread them over a longer period of time than is required for the activity. But that period should be no more than twice as long as the required time, otherwise you risk introducing additional complications (see below), and possibly double the activity's costs to represent the inefficiency of the character's progress.

COMPLICATIONS

The description of each activity includes a discussion of complications you can throw at the characters. The consequences of a complication might spawn entire adventures, introduce NPCs to vex the party, or give characters headaches and advantages in any number of other ways. One of the most common—and recurring—types of complications is the introduction of rivals.

Each of these sections has a table that offers possible complications. You can use a complication from the table, or invent your own complication.

UPTIME

While most downtime activities aren't suitable for enacting during a session due to the requisite time requirements, others are. For those activities suitable for engaging in during a session, uptime exists. Uptime rules cover what actions need to be taken. Uptime rules often use their own resources, Resolution, and complications.

RIVALS

Rivals are NPCs who oppose the characters and make their presence felt whenever the characters are engaging in downtime. A rival might be a villain you have featured in past adventures or plan to use in the future. Rivals can include more than just malicious entities—they might be unaligned folk who are at odds with the characters, whether because they have opposing goals or they simply dislike one another. A rival might be a third party the players inadvertently snubbed throughout their adventures, or simply a vindictive bystander who is convinced that the party is up to no good.

A rival's agenda changes over time. Though the characters engage in downtime only between adventures, their rivals rarely rest, continuing to spin plots and work against the characters even when the characters are off doing something else.

CREATING A RIVAL

It's possible for the characters to have one or more rivals at a time, each with a separate agenda. At least one should be a villain, while the others might not be nefarious characters; conflicts with those rivals might be social or political, rather than manifesting as direct attacks.

The best rivals have a connection with their adversaries on a personal level. Find links in the characters' backstories or the events of recent adventures that explain what sparked the rival's actions. The best trouble to put the characters in is trouble they created for themselves. You can find sample rival ties in the Example Rivals table to the right.

To add the right amount of detail to a rival you want to create, give some thought to what the NPC is trying to accomplish and what resources and methods the rival can bring to bear against the characters.

GOALS

An effective rival has a clear reason for interfering with the characters' lives. Think about what the rival wants, how and why the characters stand in the way, and how the conflict could be resolved. Ideally, a rival's goal directly involves the characters or something they care about.

PLANS

The foundation of a rival's presence in the campaign is the actions the rival takes or the events that occur as a result of that character's goals. Each time you resolve one or more workweeks of downtime, pick one of the ways a rival's plans might be advanced and introduce it into play.

Think about how a rival might operate in order to bring specific plans to fruition, and jot down three or four kinds of **actions** the rival might undertake. Some of these might be versions of the downtime activities described in the --- chapter, but these are more often efforts specific to that rival. These actions might be a direct attack, such as an assassination attempt, that you can play out during a session, or it might be a background activity that you describe as altering the campaign in some way. For instance, if the characters pursue a specific artifact, the rival might learn of the plans and attempt to retrieve it first.

Example Rivals

d20	Rival
1	Tax collector who is convinced the characters are dodging fees.
2	Politician who is concerned the characters are causing more trouble than they solve.
3	Faction leader who worries the characters are diminishing their faction's prestige.
4	Affluent individual who blames the characters for some recent troubles.
5	Rival adventuring party.
6	Individual who loves a scandal enough to spark one.
7	Childhood rival or member of a rival clan or faction.
8	Scorned sibling or parent.
9	Merchant who blames the characters for any business woes.
10	Newcomer out to make a mark on the world.
11	Sibling or ally of a defeated enemy.
12	Official seeking to restore a tarnished reputation.
13	Deadly foe disguised as a social rival.
14	Nefarious character seeking to subvert the party.
15	Spurned romantic interest.
16	Political opportunist seeking a scapegoat.
17	Traitorous noble looking to foment a revolution.
18	Would-be tyrant who brooks no opposition.
19	Exiled noble looking for revenge.
20	Corrupt official worried that recent misdeeds will be revealed.

Some elements of a rivals plans might involve **events** in the world that aren't under the rival's control. Whether such an event can be easily anticipated or not, the rival's plans might include contigencies for taking advantage of such happenings.

ASSETS

Think about the resources the rival can marshal. Does the character have enough money to pay bribes or to hire a small gang of mercenaries? Does the rival hold sway over any guilds, factions, or other groups? Make a list of the rival's assets and how they can be used.

EXAMPLE RIVAL: BROGG CHAK

The Chak clan is a small but powerful family of geonosians traders in the city, but years ago, they pulled up stakes and left overnight. Brogg Chak, the youngest scion, has now returned to restore his family's prestige.

In truth, the family fled because its members had been evading the city's requisite taxes. A corrupt official who was an ally informed the family that a raid on their business was going to be conducted, so they fled the city and began operating as smugglers. After climbing the ranks of their smuggling ring, Brogg—along with a small army of followers—has returned to claim his place among the elite of his former home city. He vows that he will succeed, or leave the city in ruins.

GOALS

Brogg wants to become the most respected and most important merchant in town—someone to whom even the governing body must yield.

PLANS

Brogg plans to discredit and ruin other merchants. His allies spy on his opponents, disrupting their trade routes, stealing their wares, and causing minor chaos. Brogg disrupts his own warehouses to avoid suspicion.

If Brogg's plan fails, he intends to use his forces to assassinate as much of the ruling body as possible, as well as his merchant peers.

Brogg's Plans

Element	Description
Event	Renegade droids become a noticeable problem in the city. Folk demand that action be taken.
Action	Supply raids become more common, and common folk talk of gathering a militia. Brogg contributes to the effort.
Action	Warehouses are burned down, ruining tens of thousands of credits worth of goods. Brogg blames the city for lax response times.
Event	An electrical storm strikes the city, overriding and destroying many droids and constructs.
Action	Brogg spreads rumors that the characters or other rivals in town are responsible for the increased crime.

ASSETS

Brogg has a small fortune, some noteworthy skills in espionage, and a substantial following that is dedicated to him.

BOUNTY HUNTING

One of the galaxy's oldest professions, bounty hunting is a lucrative—but dangerous—activity that is held in great esteem by adventurers.

RESOURCES

Bounty hunting requires one workweek and at least 500 cr spent on materials, bribes, gifts, and other expenses. Spending more money increases your chance of successfully collecting your bounty, as shown in Resolution.

RESOLUTION

After one workweek, the character makes a Wisdom (Survival) check, with a +1 bonus per 500 cr spent beyond the initial 500 cr, up to a maximum bonus of +5. The character then consults the Bounty Hunting Roll Modifier table below.

Bounty Hunting Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Bounty Hunting Results table, which is discussed below.

Once the player has determined their bounty hunting roll modifier, they then roll percentile dice and consult the Bounty Hunting Results table below.

Bounty Hunting Results

d100	Result
40 or lower	You fail to catch your target.
41-70	You fail to catch your target, but stumble across a lesser bounty, earning 500 cr
71-100	You catch your target, resulting in a 1,000 cr bounty
101-110	You catch a high-value target, resulting in a 2,500 cr bounty.
111 or higher	You catch a kingpin, resulting in a 10,000 cr bounty and a nickname.

COMPLICATIONS

Bounty hunting is a dangerous profession that involves interaction with many seedy and nefarious characters, and targets rarely go willingly. Consequently, each workweek spent bounty hunting brings a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Bounty Hunting Complications

d6	Complication
1	Your quarry swears up-and-down that you've got the wrong person.
2	Your target manages to escape after you've collected your bounty, and they are coming for you.
3	Your target was very valuable to a crime boss, and they've sworn to take revenge on you.
4	Your target had connections with an esteemed noble family, and they're publicly besmirching you.
5	Your target was a high-ranking member of a guild. You've earned their ire.
6	Another bounty hunter was also on the hunt. You just barely beat them, and they're not happy.

UPTIME

Bounty hunting is another activity that many characters will find attractive, but it is better executed using the three pillars of adventuring. The GM can determine that complications arise, as appropriate.

BUYING ENHANCED ITEMS

Purchasing an enhanced item requires time and money to seek out and contact people willing to sell items. Even then, there is no guarantee a seller will have the items a character desires.

A character looking to purchase a standard, premium, prototype, advanced, or possibly legendary enhanced item can spend downtime searching for a seller. The downtime activity can be performed only in a city or another location where one can find individuals interested in parting with enhanced items. Artifact enhanced items can't be purchased during downtime. Finding such an item can be the substance of an adventure in and of itself.

RESOURCES

Finding enhanced items to purchase requires at least five days of effort and 1,000 cr in expenses. Spending more time and money increases your chance of finding a high-quality item, as shown in Resolution.

RESOLUTION

A character seeking to buy an enhanced item makes an Intelligence (Investigation) check to determine the rarity of the item found. The character gains a +1 bonus on the check for every five days beyond the first that are spent seeking a seller, and a +1 bonus for every additional 1,000 cr spent on the search, up to a maximum bonus of +10. The monetary cost includes a wealthy lifestyle, for a buyer must impresses potential business partners.

If the characters seek a specific enhanced item, have them make the check twice. If both checks succeed, they find a seller with the specific enhanced item. Otherwise, use the lower of the two rolls to determine what rarity item they find for sale.

The result of the check determines the rarity of the item for sale, as shown below in the Purchasable Enhanced Item table.

Purchasable Enhanced Items

Rarity	DC to Find Seller	d100 Roll Modifier
Standard	10	+10
Premium	15	+0
Prototype	20	-10
Advanced	25	-20
Legendary	30	-30

The **d100 Roll Modifier** is added to the percentile dice rolled for the Buying an Enhanced Item table, which is discussed below.

Once a seller is found, the player rolls percentile dice and consults the Buying an Enhanced Item table below, applying a modifier based on the item's rarity, as shown in the Purchaseable Enhanced Items table.

You determine a seller's identity. Seller sometimes move prototype, advanced, and legendary items through proxies to ensure that their identities remain unknown.

As a further option to reflect the availability of enhanced items in your campaign, you can apply up to a -10 penalty for a scarce setting, or up to a +10 bonus for a setting where enhanced items are more common, when resolving the d100 roll for buying enhanced items, as appropriate.

Buying an Enhanced Item

d100	Result
40 or lower	A seller asking five times the item's value, or a shady seller asking two and a half times the item's value.
41-70	A seller asking twice the item's value, or a shady seller asking the full item's value.
71-100	A seller asking the full item's value.
101-110	A shady seller asking half the item's value, no questions asked.
111 or higher	A seller asking half the item's value, and a favor.

COMPLICATIONS

The buying and selling of enhanced items is fraught with peril. The large sums of money involved and the power offered by enhanced items attract thieves, con artists, and other villains. If the characters encounter a shady seller, they have a 50 percent chance of triggering a complication. Otherwise, they have a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Buying Complications

d6	Complication
1	The item is a fake.
2	The item is stolen after purchase.
3	The item is a relic cursed by a dark entity.
4	The item's original owner will kill to reclaim it; the party's enemies spread news of the transaction.
5	The other party is murdered before the transaction is completed.
6	A third party enters the transaction, doubling the price.

UPTIME

The GM can determine whether or not buying enhanced items can be performed during uptime.

CAROUSING

Carousing is a default downtime activity for many characters. Between adventures, who doesn't want to relax with a few drinks and a group of friends at a cantina?

RESOURCES

Carousing covers a workweek of fine food, strong drink, and socializing. A character can attempt to carouse among lower-, middle-, or upper-class people. Carousing with the lower-, middle-, or upper-class costs 100, 500, or 2,500 cr for the workweek, respectively.

A character with an appropriate background, such as noble, can easily mingle with the upper class, but other characters can only do so if you judge that character has made sufficient contacts. Alternatively, a character might use a disguise kit to pass as a noble visiting from a distant city.

> If the player elects to disguise themselves, they must make a Charisma (Deception) check instead of a Charisma (Persuasion) check during Resolution.

RESOLUTION

After a workweek of carousing, a character stands to make contacts within the selected social class. The character makes a Charisma (Persuasion) check, and consults the Carousing Roll Modifier table below:

Carousing Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

> The **d100 Roll Modifier** is added to the percentile dice rolled for the Carousing Results table, which is discussed below.

Once the player has determined their carousing roll modifier, they then roll percentile dice and consult the Carousing Results table below.

Carousing Results

d100	Result
40 or lower	You make a hostile contact.
41-70	You make no new contacts.
71-100	You make an allied contact.
101-110	You make two allied contacts.
111 or higher	You make three allied contacts.

Contacts are NPCs who now share a bond with the character. Each one either owes the character a favor or has some reason to hold a grudge. A hostile contact works against the character, placing obstacles but stopping short of committing a crime or violent act, possibly even developing into a rival. Allied contacts are friends who will render aid to the character, but not at the risk of their lives.

Lower-class contacts include criminals, laborers, mercenaries, a guardsman, or any other folk who normally frequent the chepeast cantina in town.

Middle-class contacts include guild members, town officials, merchants, and other folk who frequent well-kept establishments.

Upper-class contacts are the nobles, elite, and their personal servants. Carousing with such folk covers formal banquets, state dinners, and the like.

Once a contact has helped or hindered a character, the character needs to carouse again to get back into the NPC's good graces. A contact provides help only once, not help for life. The contact remains friendly, which can influence roleplaying and how the characters interact with them, but doesn't come with a guarantee of help.

You can assign specific NPCs as contacts. You might decide that the barkeep in some wretched hovel and a guard stationed at a city gate are the character's allied contacts. Assigning specific NPCs gives the players concrete options. It brings the campaign to life and seeds the area with NPCs that the characters care about. On the other hand, it can prove difficult to track and might render a contact useless if that character doesn't come into play.

Alternatively, you can allow the player to make an NPC into a contact on the spot, after carousing. When the characters are in the same area in which they caroused, a player can expend an allied contact and designate an NPC they meet as a contact, assuming the NPC is of the correct social class based on how the character caroused. The player should provide a reasonable explanation for this relationship and work it into the game.

Using a mix of the two approaches is a good idea, since it gives you the added depth of specific contacts while giving players the freedom to ensure that the contacts they accumulate are useful.

The same process can apply to hostile contacts. You can give the character's a specific NPC they should avoid, or you might introduce one at an inopportune or dramatic moment.

At any time, a character can have a maximum number of unspecified allied contacts equal to 1 + the character's Charisma modifier (minimum of 1). Specific, named contacts don't count toward this limit—only ones that can be used at any time to declare an NPC as a contact.

COMPLICATIONS

Characters who carouse risk bar brawls, accumulating a cloud of nasty rumors, and building a bad reputation around town. Every workweek spent carousing brings a 10 percent chance of a triggering a complication.

> This is a great opportunity to create a rival to the party, or involve a previous rival.

UPTIME

Players can actively engage in carousing using the following rules.

RESOURCES

Carousing covers fine food, strong drink, and socializing. A character can attempt to carouse among lower-, middle-, or upper-class people. Carousing with the lower-, middle-, or upper-class costs 20, 100, or 500 cr, respectively.

A character with an appropriate background, such as noble, can easily mingle with the upper class, but other characters can only do so if you judge that character has made sufficient contacts. Alternatively, a character might use a disguise kit to pass as a noble visiting from a distant city.

> If the player elects to disguise themselves, they must make Charisma (Deception) or Charisma (disguise kit) checks instead of Charisma (Persuasion) checks during Resolution.

RESOLUTION

The character then makes five DC 20 Charisma (Persuasion) checks. Once you've resolved all five checks, consult the Carousing Results (Uptime) table below.

Carousing Results (Uptime)

Successes	Result
0 successes	You are ejected from the establishment, making two or more hostile contacts.
1 success	You make a hostile contact.
2 successes	You make no new contacts.
3 successes	You make an allied contact.
4 successes	You make two allied contacts.
5 successes	You make three allied contacts.

COMPLICATIONS

Characters who carouse risk bar brawls, accumulating a cloud of nasty rumors, and building a bad reputation around town. For each failure during Resolution, you have a 10 percent chance of triggering a complication.

> This is a great opportunity to create a rival to the party, or involve a previous rival.

Lower-Class Carousing Complications

d8	Complication
1	A pickpocket lifts 1d10 x 50 cr from you.
2	A bar brawl leaves you with a scar.
3	You have fuzzy memories of doing something very, very illegal, but you can't remember exactly what.
4	You are banned from a cantina for some obnoxious behavior.
5	After a few drinks, you swore in a public place to pursue a dangerous quest.
6	Surprise! You're married.
7	Streaking naked through the streets seemed like a great idea at the time.
8	Everyone is calling you by some weird, embarrassing nickname, like Puddle Drinker or Bench Slayer, and no one will say why.

Middle-Class Carousing Complications

d8	Complication
1	You accidentally insulted a guild master, and only a public apology will let you do business with the guild again.
2	You swore to complete some quest on behalf of a guild.
3	A particularly obnoxious person has taken an intense romantic interest in you.
4	A social gaffe has made you the talk of the town.
5	You have made a foe out of a local bounty hunter.
6	You have been recruited to help run a local festival, play, or similar event.
7	You made a drunken toast that scandalized the locals.
8	You spent an additional 1,000 cr trying to impress people.

Upper-Class Carousing Complications

d8	Complication
1	A pushy noble family wants to marry off one of their scions to you.
2	You tripped and fell during a dance, and people can't stop talking about it.
3	You have agreed to take on a noble's debts.
4	You have been challenged to a duel by an embarrassed nobleman.
5	You have made a foe out of a local noble.
6	A boring noble insists you visit each day and listen to long, tedious expositions on lineage.
7	You have become the target of a variety of embarrassing rumors.
8	You spent an additional 5,000 cr trying to impress people.

CRAFTING

A character who has the time, money, and necessary tools can use downtime to craft all sorts of equipment.

RESOURCES

Unlike other downtime activities, crafting takes a varying amount of time based on the value of the item being crafted. Crafting requires the tools appropriate to the item being crafted, as shown in the Item Specific Tools table on page ---. The character also needs raw materials equal to half of the item's value. To determine how many days it takes to create an item, divide its value by 250. More experienced craftsmen can craft at a faster rate. A character can complete multiple items at a time if the items' combined value no greater than twice the craftsman's crafting rate. Items that cost more than 500 cr can be completed over longer periods of time, as long as the work in progress is stored in a safe location.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Use your judgment when determining how many characters can collaborate on an item. A tiny item, like a hold-out, might allow only one or two workers, whereas a large, complex item, like a speeder, might allow four or more workers.

CRAFTING ENHANCED ITEMS

Creating an enhanced item requires more than just time, effort, and materials. It is a long-term process that involves one or more adventures to track down rare materials and the knowledge needed to create the item. To start with, a character needs a blueprint for an enhanced item in order to create it. The blueprint is like a recipe; it lists the materials needed and steps required to make an item.

An item invariably requires a rare material to complete it. This material can range from a specific resource found only in the swamps of Dagobah, or the pearl of a krayt dragon. Finding the material should take place as part of an adventure.

The Enhanced Item Ingredients table below suggests the challenge rating of a creature the character needs to face to acquire the materials for an item. Note that facing a creature does not necessarily mean that the characters must collect items from its corpse. Rather, the creature might guard a location or a resource that character needs access to.

Enhanced Item Ingredients

Rarity	CR Range	d100 Roll Modifier
Standard	1-3	+10
Premium	4-7	+0
Prototype	8-11	-10
Advanced	12-14	-20
Legendary	15-18	-30
Artifact	19+	-40

The **d100 Roll Modifier** is added to the percentile dice rolled for the Crafting Results table, which is discussed below.

In addition to facing a specific creature, creating an item comes with a credit cost covering other materials, tools, and so on, equal to half the item's value. If all the above requirements are met, the character can attempt to craft the object.

Consider waiving the rare ingredients for item modifications and consumables of standard and premium rarity.

RESOLUTION

After collecting all the necessary resources and spending the requisite amount of time, a character potentially crafts the item(s). For each item being crafted, the character makes an Intelligence check with the appropriate artisan's tools, and consults the Crafting Roll Modifier table below. If multiple craftsmen worked on the item, use the ability scores and relevant proficiencies for the most skilled amongst them.

Crafting Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Crafting Results table, which is discussed below.

For each item being crafted, the player rolls percentile dice and consults the Crafting Results table below, applying a modifier based on the item's rarity, as shown in the Enhanced Item Ingredients table above.

Crafting Results

d100	Result
40 or lower	You inefficiently craft the item, expending twice the requisite raw materials.
41-70	You inefficiently craft the item, expending one and a half times the requisite raw materials.
71-100	You craft the item with no significant issue.
101-110	You efficiently craft the item, using only half the requisite materials*.
111 or higher	You expertly craft the item, using only one-quarter the requisite materials*.

*If the item required a rare material, you also used a reduced amount of that material.

CRAFTING COMPLICATIONS

Most of the complications involved in creating something, especially an enhanced item, are linked to the difficulty in finding rare ingredients or components needed to complete the work. The complications a character might face as byproducts of the creation process are most interesting when the characters are working on an enhanced item. Every workweek spent crafting brings a 10 percent chance of a triggering a complication.

Crafting Complications

d6	Complication
1	Rumors swirl that what you're working on is unstable and a threat to the community.
2	Your tools are stolen, forcing you to buy new ones.
3	An affluent craftsman shows keen interest in your work and insists on observing you.
4	A powerful wealthy individual offers a heft price for your work and is not interested in hearing no for an answer.
5	A noteworthy craftsman accuses you of stealing its secret knowledge to fuel your work.
6	A competitor spreads rumors that your work is shoddy and prone to failure.

This is another great opportunity to create a rival to the party, or involve a previous rival.

UPTIME

Due to the required time involved in crafting, it is best suited to downtime. However, characters can work on items in small increments, such as during a short rest, provided they have their tools and their work readily available and unspoiled.

EXPERIMENTING

If a character has resources and wants to experiment in crafting an item, using tools with which they are proficient, they can attempt to participate in this variant of this downtime activity.

RESOURCES

The character should first choose a rarity for which they want to experiment. If experimenting with enhanced items, they should have an appropriate rare material. The character needs raw materials equal to half the maximum value of that item's rarity, as shown in the Enhanced Item Value by Rarity table on page ---. If experimenting with artifact quality, the value should be assumed to be 1,000,000 cr. For instance, if experimenting with a premium quality item, the value should be treated as 5,000 cr.

RESOLUTION

Once experimenting is completed, the character should make an Intelligence check with the appropriate artisan's tools with disadvantage, and consult the Crafting Roll Modifier table. If the player fails to meet a DC, no item is crafted, but all materials are expended. The player should then roll percentile dice twice, taking the lesser value, and adding the appropriate modifier from the Enhanced Item Ingredients table, and then consult the Crafting Results table. At the end of resolution, unless the character fails to meet a DC, they learn a blueprint for an item and craft the item. The GM can choose an item, or determine it randomly.

COMPLICATIONS

Complications occur as normal during crafting.

LEARNING BLUEPRINTS

Throughout their adventures, characters might discover blueprints that teach them the recipes to make specific items. If the character has the appropriate tools, they can spend 10 minutes studying the blueprint. If they do so, they must make an Intelligence check with those tools to attempt to learn the blueprint. The DC for the check is determined by the rarity of the item the blueprint is for, as shown below in the Blueprint Learning DC by Rarity table.

Blueprint Learning DC by Rarity

Rarity	Blueprint Learning DC
Standard	10
Premium	14
Prototype	18
Advanced	22
Legendary	26
Artifact	30

On a success, the blueprint is learned. On a failure, the blueprint is not learned, and you must wait 24 hours before you can try again.

REVERSE ENGINEERING

Many tools have the option to reverse engineer a crafted item to learn how to make it themselves. Over the course of 1 hour, which can be done during a short rest, a character can carefully disassemble an enhanced item. If they do so, they must make an Intelligence check with the appropriate tools. The DC for the check is determined by the rarity of the item being reverse engineered, as shown below in the Reverse Engineering DC by Rarity table.

Reverse Engineer DC by Rarity

Rarity	Reverse Engineer DC
Standard	15
Premium	19
Prototype	23
Advanced	27
Legendary	31
Artifact	35

On a success, the item is broken down to half of its raw materials (any rare components are destroyed), and the blueprint for the item is learned. On a failure, the item is destroyed with no recoverable components, and the blueprint is not learned.

CRIME

Sometimes it pays to be bad. This activity gives a character the chance to make some extra cash, at the risk of arrest.

RESOURCES

A character must spend one workweek and at least 250 cr gathering information on potential targets before committing the intended crime.

RESOLUTION

The character must make at least one, but up to three checks, and then consult the Crime Roll Modifier table below. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5. The player can choose to make a Dexterity (Sleight of Hand), Dexterity (Stealth), Intelligence (forgery kit), Intelligence (security kit), or Intelligence (slicer's kit) check, as appropriate to the crime they attempt. Each check can only be made once.

Crime Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Crime Results table, which is discussed below.

For instance, if the character makes a Dexterity (Stealth) check, and the result is 23, they can elect to keep that check, resulting in +15 crime roll modifier. If the character makes an Intelligence (security kit) check, and the result is a 6, however, they can choose to then make a Dexterity (Sleight of Hand) check. If the result of that check is a 19, and the character elects to keep it, they receive a +5 crime roll modifier, since the DC for each tier increased by 5 after the first check. If the character elects to make three checks, with the results being 8, 9, and 17, however, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, since they failed to meet a DC, they are caught and jailed.

Once the player has determined their crime roll modifier, they then roll percentile dice and consult the Crime Results table below.

Crime Results

d100	Result
40 or lower	The robbery fails, but you escape.
41-70	You earn 500 cr by robbing a struggling merchant.
71-100	You earn 1,000 cr by robbing a prosperous figure.
101-110	You earn 2,500 cr by robbing a noble.
111 or higher	You earn 10,000 cr by robbing one of the richest figures in town.

COMPLICATIONS

A life of crime is filled with complications. A character committing a crime has a 10 percent chance of triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Crime Complications

d8	Complication
1	A bounty equal to your earnings is offered for information about your crime.
2	An unknown person contacts you, threatening to reveal your crime if you don't render a service.
3	Your victim is financially ruined by your crime.
4	Someone who knows of your crime has been arrested on an unrelated matter.
5	Your loot is a single, easily identifiable item that you can't fence in this region.
6	You robbed someone under the protection of a local crime lord, who now wants revenge.
7	Your victim calls in a favor from a guard, doubling the efforts to solve the case.
8	Your victim asks one of your adventuring companions to solve the crime.

UPTIME

While crime is a very fun and engaging activity for a character to participate in, it is better executed using the three pillars of adventuring. The GM can determine that complications arise, as appropriate.

ESPIONAGE

The galaxy is a vast place with many secrets to be uncovered. Between missions, many adventurers may want to spend their downtime engaging in espionage, uncovering the galaxies secrets.

RESOURCES

Espionage requires one workweek finding leads, bribing guards, and infiltrating clandestine locations. A character can attempt to spy on lower-, middle-, or upper-class people. Spying on lower-, middle-, or upper-class costs 100, 500, or 2,500 cr for the workweek, respectively.

RESOLUTION

The character must make at least one, but up to three checks, and then consult the Espionage Roll Modifier table below. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5. The player can choose to make a Charisma (Deception), Dexterity (Stealth), or Intelligence (slicer's kit) check. Each check can only be made once.

Espionage Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Espionage Results table, which is discussed below.

For instance, if the character makes a Dexterity (Stealth) check, and the result is 21, they can elect to keep that check, resulting in +15 crime roll modifier. If the character makes an Intelligence (slicer's kit) check, and the result is a 3, however, they can choose to then make a Charisma (Deception) check. If the result of that check is a 17, and the character elects to keep it, they receive a +5 crime roll modifier, since the DC for each tier increased by 5 after the first check. If the character elects to make three checks, with the results being 4, 7, and 13, however, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, since they failed to meet a DC, they are caught and jailed.

Once the player has determined their espionage roll modifier, they then roll percentile dice and consult the Espionage Results table below.

Espionage Results

d100	Result
40 or lower	You fail to find any useful information with which to blackmail, and your face is clearly identified.
41-70	You find no useful information.
71-100	You find information with which to blackmail one person.
101-110	You find information with which to blackmail two people.
111 or higher	You find information with which to blackmail three people.

Blackmail is information that can be used to coerce an activity from an NPC. Blackmail can come in a variety of forms, and the value of the blackmail varies depending on how important the subject of the information is and to whom it has value.

Lower-class blackmail includes the secrets of criminals, laborers, mercenaries, guardsmen; anyone you might find a cheap cantina.

Middle-class blackmail includes the secrets of faction members, town officials, merchants, and people who frequent well-kept establishments.

Upper-class blackmail covers the secrets of the nobles and elite.

COMPLICATIONS

Espionage is fraught with peril. A character who engages in espionage has a 10 percent chance of triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Espionage Complications

d8	Complication
1	A bounty equal to the credits spent is offered for information about your crime.
2	An unknown person contacts you, threatening to reveal your activities if you don't render a service.
3	Your victim asks one of your adventuring companions to solve the crime.
4	Someone who knows of your activities has been arrested on an unrelated matter.
5	Your victim calls in a favor from a guard, doubling the efforts to solve the case.
6	You blackmailed someone under the protection of a local crime lord, who now wants revenge.

UPTIME

While spying is a very fun and engaging activity for a character to participate in, it is better executed using the three pillars of adventuring. The GM can determine that complications arise, as appropriate.

GAMBLING

Games of chance are a great way to make a fortune, and a better way to lose one.

RESOURCES

This activity requires one workweek of effort, plus a stake of at least 100 cr to a maximum of 10,000 cr, or more as you see fit. Alternatively, you could allow characters to bet with things other than money.

RESOLUTION

The character must make at least one, but up to three checks, and then consult the Gambling Roll Modifier table below. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5. The player can choose to make a Charisma (Deception), Intelligence check with the appropriate gaming set, or Wisdom (Insight) check. If the character is not proficient in the gaming set, they can not make a Charisma (Deception) or Wisdom (Insight) check. Each check can only be made once.

Gambling Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Gambling Results table, which is discussed below.

For instance, if the character makes an Intelligence (sabaac deck) check, and the result is an 18, they can elect to keep that check, resulting in a +10 gambling roll modifier. If the result of the check was only 4, however, they can choose to then make a Charisma (Deception) check. If the result of that check is a 22, and the character elects to keep it, they receive a +10 gambling roll modifier, since the DC for each tier increased by 5 after the first check. If the character makes an Intelligence (sabaac deck) check with a result of 8, a Charisma (Deception) check with a result of 13, and finally a Wisdom (Insight) check, with a result of 11, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, they lose their entire stake, and accrue a debt equal to that amount. This debt can be paid immediately if the character has the requisite funds after losing their stake.

Once the player has determined their gambling roll modifier, they then roll percentile dice and consult the Gambling Results table below.

Gambling Results

d100	Result
40 or lower	You lose your entire stake.
41-70	You lose half your stake.
71-100	You break even. Not bad.
101-110	You win an amount equal to your stake.
111 or higher	You win an amount equal to three times your stake.

COMPLICATIONS

Gambling tends to attract unsavory individuals. The potential complications involved come from run-ins with the law and associations with various criminals tied to the activity. Every workweek spent gambling brings a 10 percent chance of a triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Gambling Complications

d6	Complication
1	You are accused of cheating. You decide whether you did cheat or were framed.
2	The town guards raid the gambling hall and throw you in jail.
3	A noble in town loses badly to you and loudly vows to get revenge.
4	You won a sum from a low-ranking member of a nefarious guild, and the guild wants it money back.
5	A local crime boss insists you start frequenting their gambling parlor, and no others.
6	A high-stakes gambler comes to town and insists that you take part in a game.

VARIANT: GAMBLING SPECTATOR

Occasionally, rather than participate themselves, your characters might want to gamble on a game or event in which someone else is involved. In that case, the character can instead make a Wisdom (Insight) check. If they do so, they do not have the opportunity to make subsequent checks.

UPTIME

Players can actively engage in gambling using the following rules.

RESOURCES

This activity requires a stake of at least 20 cr to a maximum of 2,000 cr, or more as you see fit. Alternatively, you could allow characters to bet with things other than money.

RESOLUTION

The character must make five checks.

If playing against the house, the player makes a DC 20 Intelligence check with the appropriate gaming set. Once you've resolved all five checks, consult the Gambling Results (Uptime) table below.

If playing against an opponent, the player can choose to make a Charisma (Deception), Intelligence check with the appropriate gaming set, or Wisdom (Insight) check contested by the opponent. If there are multiple opponents, use the ability scores and relevant proficiencies for the most skilled amongst them. For each check the character makes, the opponent also makes a check, with an additional effect based on what choices were made.

- If the character chooses to make a Charisma (Deception) check, they have advantage on the check if the opponent makes an Intelligence (gaming set) check, and disadvantage on the check if the opponent makes a Wisdom (Insight) check. If the opponent also makes a Charisma (Deception) check, both checks are made normally.
- If the character chooses to make an Intelligence (gaming set) check, they have advantage on the check if the opponent makes a Wisdom (Insight) check, and disadvantage on the check if the opponent makes a Charisma (Deception) check. If the opponent also makes an Intelligence (gaming set) check, both checks are made normally.
- If the character chooses to make a Wisdom (Insight) check, they have advantage on the check if the opponent makes a Charisma (Deception) check, and disadvantage on the check if the opponent makes an Intelligence (gaming set) check. If the opponent also makes a Wisdom (Insight) check, both checks are made normally.

This advantage and disadvantage occurs for both the character and the opponent. For instance, if the character chooses to make a Charisma (Deception) check, and the opponent choose to make an Intelligence (gaming set) check, the character has advantage on their check, while the opponent has disadvantage on theirs. In the event of a tie, the character and opponent should reroll the contest. If the character is not proficient in the gaming set, they can not make a Charisma (Deception) or Wisdom (Insight) check. Once you've resolved all five checks, consult the Gambling Results (Uptime) table below.

> When determining what action the opponent takes, the GM can choose or determine the choice randomly.

Gambling Results (Uptime)

Successes	Result
0 successes	You lose your entire stake, and accrue a debt equal to that amount.
1 success	You lose your entire stake.
2 successes	You lose half your stake.
3 successes	You break even. Not bad.
4 successes	You win an amount equal to your stake.
5 successes	You win an amount equal to three times your stake.

COMPLICATIONS

Gambling tends to attract unsavory individuals. The potential complications involved come from run-ins with the law and associations with various criminals tied to the activity. For each success during Resolution, you have a 10 percent chance of triggering a complication.

> This is a great opportunity to create a rival to the party, or involve a previous rival.

Gambling Complications (Uptime)

d6	Complication
1	You are accused of cheating. You decide whether you did cheat or were framed.
2	The town guards raid the gambling hall.
3	A noble in town loses badly to you and loudly vows to get revenge.
4	You won a sum from a low-ranking member of a nefarious guild, and the guild wants it money back.
5	A local crime boss insists you start frequenting their gambling parlor, and no others.
6	A high-stakes gambler insists that you take part in a game.

> **VARIANT: GAMBLING SPECTATOR**
>
> Occasionally, rather than participate themselves, your characters might want to gamble on a game or event in which someone else is involved. In that case, the character can instead make five Wisdom (Insight) check.

MERCENARY CONTRACTING

Often, traditional work doesn't appeal to adventurers, who crave a little more excitement, even during their offweeks. Those characters might prefer to engage in mercenary work.

RESOURCES

Working as a mercenary requires one week of downtime, as well as 100 credits to seek out an available job.

RESOLUTION

The character must make at least one, but up to three ability checks as appropriate to the contract they take. The GM might call for a Charisma (Intimidation) check if the character as working as an enforcer, a Strength (Athletics) check if working as a guard, or an Intelligence (Investigation) check if the character is working as a detective. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5.

Mercenary Contracting Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Mercenary Contracting Results table, which is discussed below.

For instance, if the character makes a Charisma (Intimidation) check, and the result is 20, they can elect to keep that check, resulting in +15 mercenary contracting roll modifier. If the character makes an Intelligence (Investigation) check, and the result is a 4, however, they can choose to repeat the check. If the result of that check is a 16, and the character elects to keep it, they receive a +5 mercenary contracting roll modifier, since the DC for each tier increased by 5 after the first check. If the character elects to make three checks, with the results being 9, 10, and 18, however, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, since they failed to meet a DC, they fail to find a job.

Once the player has determined their mercenary contracting roll modifier, they then roll percentile dice and consult the Mercenary Contract Results table below.

Mercenary Contracting Results

d100	Result
40 or lower	The character finds a job, but fails to complete it successfully and goes unpaid.
41-70	You complete a relatively simple job, earning 250 cr.
71-100	You complete a moderately difficult job, earning 500 cr.
101-110	You complete an exceptionally difficult task, earning 1,250 cr.
111 or higher	You complete an insanely difficult task, earning 5,000 cr and a favor from your employer.

COMPLICATIONS

Mercenary work varies drastically in how eventful it can be. A character spending a week mercenary contracting has a 10 percent chance of triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Mercenary Contracting Complications

d6	Complication
1	You manage to offend a bystander with an innocuous comment, and it turns out they're important.
2	You have a run-in with the law.
3	You beat out another individual who wanted your job, earning their ire.
4	Your boss works for a local criminal organization, and insists you perform further work for them.
5	Another person offers to pay you to fail in your task.
6	You are forced into a physical altercation, resulting in a scar.

UPTIME

While mercenary contracting is a common endeavor in any campaign, it is better executed using the three pillars of adventuring. The GM can determine that complications arise, as appropriate.

PIT FIGHTING

Pit fighting includes boxing, wrestling, and other nonlethal forms of combat in an organized setting with predetermined matches. If you want to introduce competitive fighting in a battle-to-the-death situation, the standard combat rules apply, rather than downtime.

RESOURCES

Engaging in this activity requires one workweek of effort from a character.

RESOLUTION

The character must make at least one, but up to three checks, and then consult the Pit Fighting Roll Modifier table below. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5. The player can choose to make a Dexterity (Acrobatics) or Strength (Athletics) check. Alternatively, the character can instead make an attack roll using one of the character's weapons. Each check can only be made once.

Pit Fighting Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Pit Fighting Results table, which is discussed below.

For instance, if the character makes a Dexterity (Acrobatics) check, and the result is an 27, they can elect to keep that check, resulting in a +20 pit fighting roll modifier. If the result of the check was only 9, however, they can choose to then make an attack roll with one of their weapons. If the result of that attack roll is a 24, and the character elects to keep it, they receive a +10 pit fighting roll modifier, since the DC for each tier increased by 5 after the first check. If the character makes an Strength (Athletics) check with a result of 11, a Dexterity (Acrobatics) check with a result of 14, and finally an attack roll with one of their weapons, with a result of 18, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, they lose all of their bouts, and suffer one level of exhaustion.

Once the player has determined their pit fighting roll modifier, they then roll percentile dice and consult the Pit Fighting Results table below.

Pit Fighting Results

d100	You Find...
40 or lower	You lose all of your bouts.
41-70	You win some of your bouts, earning 250 cr.
71-100	You win half of your bouts, earning 500 cr.
101-110	You win most of your bouts, earning 1,500 cr.
111 or higher	You go undefeated, earning 5,000 cr and a title recognized by the people of this town.

COMPLICATIONS

Characters involved in pit fighting must deal with their opponents, the people who bet on matches, and the matches' promoters. Every workweek spent pit fighting brings a 10 percent chance per success of triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Pit Fighting Complications

d6	Complication
1	An opponent swears to take revenge on you.
2	A crime boss approaches you and offers to pay you to intentionally lose a few matches.
3	You defeat a popular local champion, drawing the crowd's ire.
4	You defeat a noble's servant, drawing the wrath of the noble's house.
5	You are accused of cheating. Whether the allegation is true or not, your reputation is tarnished.
6	You accidentally deliver a near fatal wound to an opponent.

UPTIME

While pit fighting is a very fun and engaging activity for a character to participate in, it should be executed using the normal rules of combat. For each round victory, a character should receive winning determined by the GM. The GM can also determine that complications arise, as appropriate.

RACING

On many worlds, racing is a popular local pastime. For the accomplished pilot, racing is a great way to make credits and a name for yourself. However, racing is not for the faint of heart.

RESOURCES

This activity requires one workweek of effort and a 250 cr entry fee. If the character does not own an appropriate vehicle, they can rent one for 1,000 cr.

RESOLUTION

The character must make at least one, but up to three checks, and then consult the Racing Roll Modifier table below. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5. The player can choose to make an Intelligence (mechanic's kit), Intelligence (Piloting), or Intelligence (Technology) check. If the character is not proficient in Piloting, they can not make an Intelligence (mechanic's kit) or Intelligence (Technology) check. Each check can only be made once.

Racing Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Racing Results table, which is discussed below.

For instance, if the character makes an Intelligence (Piloting) check, and the result is a 17, they can elect to keep that check, resulting in a +10 racing roll modifier. If the result of the check was only 7, however, they can choose to then make a Intelligence (mechanic's kit) check. If the result of that check is a 24, and the character elects to keep it, they receive a +10 racing roll modifier, since the DC for each tier increased by 5 after the first check. If the character makes an Intelligence (Technology) check with a result of 9, an Intelligence (Piloting) check with a result of 9, and finally a Intelligence (mechanic's kit) check, with a result of 9, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, they lose all of their races and crash their vehicle, requiring at least 1,000 cr in repairs to fix.

Once the player has determined their racing roll modifier, they then roll percentile dice and consult the Racing Results table below.

Racing Results

d100	Result
40 or lower	You lose all of your races.
41-70	You win some of your races, earning 500 cr.
71-100	You win half of your races, earning 1,000 cr.
101-110	You win most of your races, earning 2,500 cr.
111 or higher	You go undefeated, earning 10,000 cr and a title recognized by the people of this town.

COMPLICATIONS

Racing attracts many different kinds of individuals: from arrogant racers to manipulative managers, adoring fans to obsessive critics. The potential complications can vary from vehicular trouble to perceived slights. Every workweek spent racing brings a 10 percent chance of a triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Racing Complications

d6	Complication
1	You side-swipe another racer, earning their ire.
2	A crime boss approaches you and offers to pay you to intentionally lose a few races.
3	You are accused of cheating. Whether the allegation is true or not, your reputation is tarnished.
4	You beat a low-ranking member of a nefarious guild, and the guild isn't happy.
5	A local crime boss insists you start racing for them, and no others.
6	A renowned racer comes to town and insists on a race.

VARIANT: ANIMAL RACING

You may encounter an arena in which they race animals instead of vehicles. In this instance, you'll want to substitute Intelligence (Nature), Wisdom (Animal Handling), and Wisdom (Survival) for Intelligence (mechanic's kit), Intelligence (Piloting), and Intelligence (Technology), respectively.

UPTIME

Players can actively engage in racing using the following rules.

RESOURCES

This activity requires a 50 cr entry fee. If the character does not own an appropriate vehicle, they can rent one for 200 cr.

RESOLUTION

The character must make five checks.

If racing against a time, the player makes a DC 20 Intelligence (Piloting) check. Once you've resolved all five checks, consult the Racing Results (Uptime) table below.

If racing against an opponent, the player can choose to make an Intelligence (mechanic's kit), Intelligence (Piloting), or Intelligence (Technology) check contested by the opponent. If there are multiple opponents, use the ability scores and relevant proficiencies for the most skilled amongst them. For each check the character makes, the opponent also makes a check, with an additional effect based on what choices were made.

- If the character chooses to make an Intelligence (mechanic's kit) check, they have advantage on the check if the opponent makes an Intelligence (Piloting) check, and disadvantage on the check if the opponent makes an Intelligence (Technology) check. If the opponent also makes an Intelligence (mechanic's kit) check, both checks are made normally.
- If the character chooses to make an Intelligence (Piloting) check, they have advantage on the check if the opponent makes an Intelligence (Technology) check, and disadvantage on the check if the opponent makes an Intelligence (mechanic's kit) check. If the opponent also makes an Intelligence (Piloting) check, both checks are made normally.
- If the character chooses to make an Intelligence (Technology) check, they have advantage on the check if the opponent makes an Intelligence (mechanic's kit) check, and disadvantage on the check if the opponent makes an Intelligence (Piloting) check. If the opponent also makes an Intelligence (Technology) check, both checks are made normally.

This advantage and disadvantage occurs for both the character and the opponent. For instance, if the character chooses to make an Intelligence (mechanic's kit) check, and the opponent choose to make an Intelligence (Piloting) check, the character has advantage on their check, while the opponent has disadvantage on theirs. In the event of a tie, the character and opponent should reroll the contest. If the character is not proficient Piloting, they can not make an Intelligence (mechanic's kit) or Intelligence (Technology) check. Once you've resolved all five checks, consult the Racing Results (Uptime) table below.

> When determining what action the opponent takes, the GM can choose or determine the choice randomly.

Racing Results (Uptime)

Successes	Result
0 successes	You lose your race and crash your vehicle, requiring at least 1,000 cr in repairs to fix.
1 success	You lose your race.
2 successes	You just fail to place, but manage to earn 100 cr.
3 successes	You take 3rd place, earning 200 cr.
4 successes	You take 2nd place, earning 500 cr.
5 successes	You take 1st place, earning 2,000 cr.

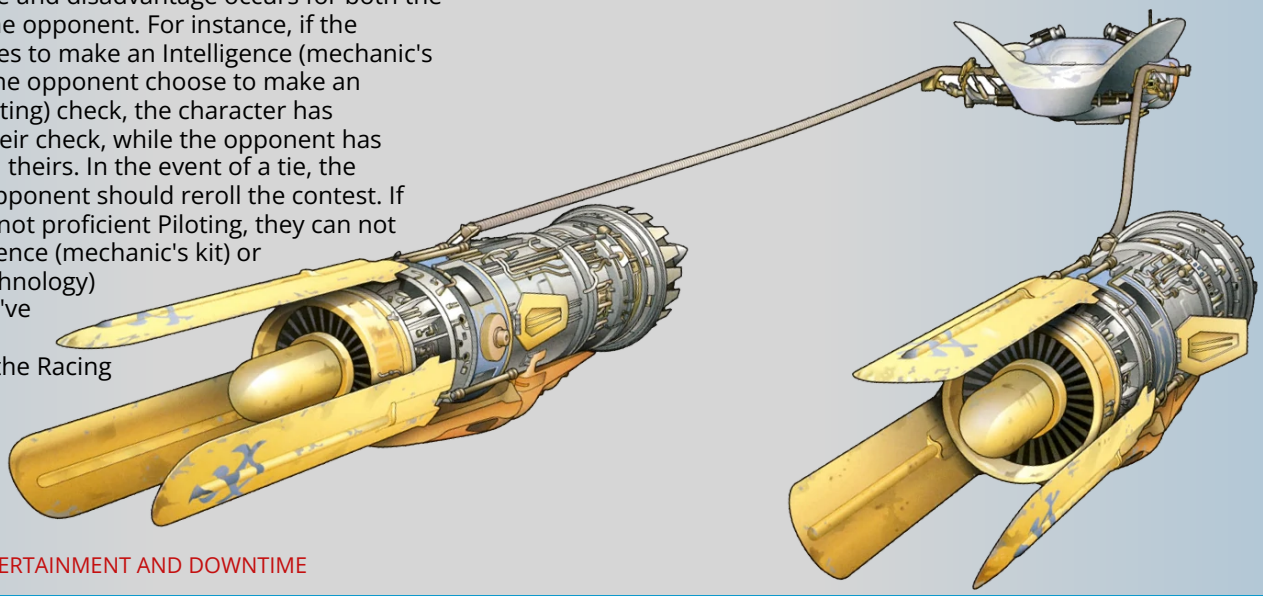
COMPLICATIONS

Racing attracts many different kinds of individuals: from arrogant racers to manipulative managers, adoring fans to obsessive critics. The potential complications can vary from vehicular trouble to perceived slights. For each success during Resolution, you have a 10 percent chance of triggering a complication.

> This is a great opportunity to create a rival to the party, or involve a previous rival.

Racing Complications (Uptime)

d6	Complication
1	You side-swipe another racer, earning their ire.
2	A crime boss approaches you and offers to pay you to intentionally lose a few races.
3	You are accused of cheating. Whether the allegation is true or not, your reputation is tarnished.
4	You beat a low-ranking member of a nefarious guild, and the guild isn't happy.
5	A local crime boss insists you start racing for them, and no others.
6	A renowned racer insists on a race.



RESEARCH

To be forewarned is to be forearmed. This activity allows a character to delve into lore concerning a monster, a location, an enhanced item, or some other specific topic.

RESOURCES

Typically, a character needs access to a library or some other academic institution to conduct research. Assuming such access is available, conducting research requires one workweek and at least 500 cr spent on materials, bribes, gifts, and other expenses. Spending more money increases your chances of finding noteworthy lore, as shown in Resolution.

RESOLUTION

The character declares the focus of the research—a specific person, place, or thing. After one workweek, the character makes an Intelligence (Lore) check, with a +1 bonus per 1,000 cr spent beyond the initial 500 cr, up to a maximum bonus of +5. The character then consults the Research Roll Modifier table below.

Research Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Research Results table, which is discussed below.

Once the player has determined their research roll modifier, they then roll percentile dice and consult the Research Results table below.

Research Results

d100	Result
40 or lower	You learn nothing.
41-70	You learn one piece of lore.
71-100	You learn two pieces of lore.
101-110	You learn three pieces of lore.
111 or higher	You learn five pieces of lore, as well as the relative location of an item worth at least 5,000 cr.

Each piece of lore is the equivalent of one true statement about a person, place, or thing. Examples include knowledge of a creature's resistances, the method required to enter a sealed tomb, or the clandestine knowledge held by a specific person.

As GM, you are the final arbiter concerning exactly what a character learns. For a monster or an NPC, you can reveal elements of statistics or personality. For a location, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

Alternatively, you can allow the player to determine what lore they've learned on the spot, after research. When the characters are in an area related to what was researched, a player can expend a lore to uncover something related to the location on hand, assuming it pertains to what was researched.

Using a mix of the two approaches is a good idea, since it gives you the added depth of specific lore while giving players the freedom to ensure that the lore they learn is useful.

At any time, a character can have a maximum number of unspecified lore equal to 1 + the character's Intelligence modifier (minimum of 1). Specific, learned lore doesn't count toward this limit—only ones that can be used at any time to learn something related to the original subject of study.

COMPLICATIONS

The greatest risk in research is uncovering false information. Not all lore is accurate or truthful, and a rival with a scholarly bent might try to lead the character astray, especially if the object of the research is known to the rival. The rival might plant false information, bribe scholars to give bad advice, or steal key information needed to find the truth.

Additionally, a character might run into other complications during research. Every workweek spent in research brings a 10 percent chance of a triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Research Complications

d6	Complication
1	You accidentally damage a rare, fragile source of information.
2	You offend a scholar, who demands an extravagant gift.
3	If you had known the source of information was cursed, you never would have opened it.
4	A scholar becomes obsessed with convincing you of a number of strange theories.
5	Your actions cause you to be banned from a library or some other academic institution.
6	You uncovered useful lore, but only by promising to complete a dangerous task in return.

UPTIME

Conducting research is generally a long-term activity, requiring time and devotion, best suited to downtime.

SELLING ENHANCED ITEMS

Few people can afford to buy an enhanced item, and fewer still know how to find one. Adventurers are exceptional in this regard due to the nature of their profession.

A character who comes into possession of a standard, premium, prototype, advanced, or possibly legendary enhanced item that he or she wants to sell can spend downtime searching for a buyer. The downtime activity can be performed only in a city or another location where one can find wealthy individuals interested in acquiring enhanced items. Artifact enhanced items can't be sold during downtime. Finding someone to buy such an item can be the substance of an adventure in and of itself.

RESOURCES

Finding a buyer for a standard, premium, prototype, advanced, or legendary enhanced item takes up to twenty days of effort, depending on the rarity of the enhanced item for sale, and costs 100 cr per day.

RESOLUTION

For each salable item, the character must make a DC 20 Intelligence (Investigation) check to find buyers. Another character can use his or her downtime to assist with the search, granting advantage on the check.

On a failure, no buyer for the item is found after a search that lasts a number of days equal to the maximum for that item's rarity, as shown below in the Days to Find Buyer column of the Salable Enhanced Items table below. On a success, a buyer for the item is found after a number of days based on the item's rarity, as shown below in the Salable Enhanced Item table.

Salable Enhanced Items

Rarity	Days to Find Buyer	d100 Roll Modifier
Standard	1d4	+10
Premium	1d6	+0
Prototype	1d8	-10
Advanced	1d10	-20
Legendary	1d20	-30

The **d100 Roll Modifier** is added to the percentile dice rolled for the Selling an Enhanced Item table, which is discussed below.

A character can attempt to find buyers for multiple enhanced items at once. Although this requires multiple Intelligence (Investigation) checks, the searches are occurring simultaneously, and the results of multiple failures or successes aren't added together. For example, if the character finds a buyer for a standard enhanced item in 2 days and a buyer for a premium enhanced item in 5 days, but fails to find a buyer for a prototype enhanced item, the entire search takes 8 days.

For each item a character wishes to sell, the player rolls percentile dice and consults the Selling an Enhanced Item table below, applying a modifier based on the item's rarity, as shown in the Salable Enhanced Items table. The subsequent total determines what a buyer offers to pay for the item.

You determine a buyer's identity. Buyers sometimes procure prototype, advanced, and legendary items through proxies to ensure that their identities remain unknown.

As a further option to reflect the availability of enhanced items in your campaign, you can apply up to a -10 penalty for a scarce setting, or up to a +10 bonus for a setting where enhanced items are more common, when resolving the d100 roll for selling enhanced items, as appropriate.

Selling an Enhanced Item

d100	Result
40 or lower	A buyer offering one-quarter of the item's value, or a shady buyer offering half the item's value.
41-70	A buyer offering half the item's value, or a shady buyer offering the full item's value.
71-100	A buyer offering the full item's value.
101-110	A shady buyer offering one and a half times the item's value, no questions asked.
111 or higher	A buyer offering one and a half times the item's value, but they also want a favor.

COMPLICATIONS

The buying and selling of enhanced items is fraught with peril. The large sums of money involved and the power offered by enhanced items attract thieves, con artists, and other villains. If the characters encounter a shady buyer, they have a 50 percent chance of triggering a complication. Otherwise, they have a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Selling Complications

d6	Complication
1	The item is perceived as a fake.
2	The item is stolen before the sale.
3	The item is a relic cursed by a dark entity.
4	The item's original owner will kill to reclaim it; the party's enemies spread news of the transaction.
5	The other party is murdered before the transaction is completed.
6	A third party enters the transaction, offering an alternative item.

UPTIME

The GM can determine whether or not selling enhanced items can be performed during uptime.

TRAINING

Given enough time, money, and the services of an instructor, a character can learn a language, pick up proficiency with a tool or kit, gain proficiency or even expertise in a skill, or possibly even earn a feat.

RESOURCES

Receiving training requires you first find a teacher who is willing and capable of teaching you. It then takes a varying amount of time and credits, depending on what you're training in. Costs are paid at the beginning of each workweek.

LANGUAGE OR WEAPON

Learning a new language or training in a new weapon takes 10 workweeks and costs 250 cr per workweek. During resolution, training in a language calls for an Intelligence check, while a weapon requires an attack roll with that weapon. If you are proficient in that saving throw, you add your proficiency bonus to the roll.

TOOL TRAINING, PROFICIENCY, OR EXPERTISE

Learning to use a new tool takes 5, 10, or 20 workweeks for training, proficiency, or expertise, respectively and costs the value of the tool in cr per workweek. During resolution, training in a new tool calls for an ability check appropriate to that tool, as determined by the GM. If you are proficient in that saving throw, you add your proficiency bonus to the roll.

SKILL TRAINING, PROFICIENCY, OR EXPERTISE

Learning a new skill takes 5, 10, or 20 workweeks and costs at least 250 cr, 500 cr, or 1,000 cr per workweek for training, proficiency, or expertise, respectively. During resolution, training in a new skill calls for an ability check with that skill's governing ability score. If you are proficient in that saving throw, you add your proficiency bonus to the roll.

SAVING THROW TRAINING OR PROFICIENCY

Learning a new saving throw takes 10 or 20 workweeks and costs 750 cr or 1,500 cr per workweek for training or proficiency, respectively. During resolution, training in a new saving throw calls for an ability check with that saving throw's governing ability score.

FEAT

Learning a new feat takes 40 workweeks and costs at least 2,000 cr per workweek. During resolution, training in a new feat calls for an ability check appropriate to that feat, as determined by the GM. If you are proficient in that saving throw, you add your proficiency bonus to the roll.

RESOLUTION

At the end of each workweek, a character makes an ability check depending on their training, and then consults the Training Roll Modifier table.

Training Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Training Results table, which is discussed below.

Once the player has determined their training roll modifier, they then roll percentile dice and consult the Training Results table below.

Training Results

d100	Result
40 or lower	Your training falters, advancing only half a workweek towards completion.
41-70	Your training is adequate, advancing one workweek towards completion.
71-100	Your training has a breakthrough, advancing two workweeks towards completion.
101-110	Your training is excellent, advancing three workweeks towards completion.
111 or higher	Your training is masterful, advancing four workweeks towards completion.

COMPLICATIONS

Complications that arise while training typically involve the teacher. For every five workweeks spent in training, or for each failure during resolution, a character has a 10 percent chance of a complication. Examples of which are on the Training Complications table.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Training Complications

d6	Complication
1	Your earn the ire of another of the teacher's students.
2	Your teacher instructs you in rare, archaic methods, which draw comments from others.
3	Your teacher is a spy sent to learn your plans.
4	Your teacher is a wanted criminal.
5	Your teacher is a cruel taskmaster.
6	Your teacher asks for help dealing with a threat.

UPTIME

Due to the required time involved in training, it is best suited to downtime.

WORK

When all else fails, an adventurer can turn to an honest trade to earn a living.

RESOURCES

Taking on a job requires one workweek of work.

RESOLUTION

The character must make an ability check as appropriate to the job they are trying to perform. The GM might call for a Strength (Athletics) check if the character is working with their hands, an Intelligence check with a set of tools if the character is working as a tradesman, a Charisma (Performance) check if the character is working in a speaking capacity, a Charisma check with a musical instrument if the character is performing in a venue, or any other check the GM deems appropriate. Once the character has made their chosen check, they should consult the Work Roll Modifier table below.

Work Roll Modifier

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Work Results table, which is discussed below.

Work Results

d100	Result
40 or lower	You earn enough to support a poor lifestyle for the week, with 10 cr left over.
41-70	You earn enough to support a modest lifestyle for the week, with 50 cr left over.
71-100	You earn enough to support a comfortable lifestyle for the week, with 100 cr left over.
101-110	You earn enough to support a wealthy lifestyle for the week, with 200 cr left over.
111 or higher	You somehow earn enough to support an aristocratic lifestyle for the week, with 500 cr left over.

COMPLICATIONS

Despite what should be an uneventful, satisfying week of simple work, complications can arise from this activity. A character spending a week working has a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

Work Complications

d8	Complication
1	You manage to outperform someone who has been working longer than you, and they're not impressed.
2	You bump a coworker in a clearly accidental fashion, but they blow it out of proportion, causing everyone to dislike you.
3	A patron asks for a service not provided by your workplace, and asks for the manager when you try to explain this.
4	Your manager takes credit for the work you are doing, asserting it is their own.
5	One of your coworkers slows down their workload so you have to pick up their slack.
6	You sustain a small injury, resulting in a scar.
7	Your coworkers, as a group, tell your boss a series of baseless lies. Your boss believes them over you.
8	Your coworkers bestow a nickname on you based on an obscure, mundane thing you did or said. They no longer call you by your name.

UPTIME

If you are the type who prefers to hoard their wealth and work for their dinner, you can engage in work during uptime.

RESOURCES

Taking on a job requires at least one hour of work.

RESOLUTION

Make an ability check appropriate to the work you are doing and consult the Work Results (Uptime) table below.

Work Results (Uptime)

Ability Check DC	Result
10	You earn enough to support a poor lifestyle for night, with 2 cr left over.
15	You earn enough to support a modest lifestyle for night, with 10 cr left over.
20	You earn enough to support a comfortable lifestyle for night, with 20 cr left over.
25	You earn enough to support a wealthy lifestyle for night, with 40 cr left over.
30	You earn enough to support a aristocratic lifestyle for night, with 100 cr left over.

COMPLICATIONS

You have a 10 percent chance of triggering a complication. If you fail to meet an ability check DC, you instead have a one-hundred percent chance of triggering a complication.

CHAPTER 3: FACTIONS AND MEMBERSHIP

As characters travel through the cities and worlds of *Star Wars*, they may come across factions, such as the Jedi Order, the Black Sun, or the Bounty Broker's Association, to which they may want to pledge service. Joining a faction offers unique benefits, as determined by the faction's features.

JOINING A FACTION

A character can join a faction at any time, provided they can find a faction member capable of recruiting and they are not in bad standing with the faction. If a character is in bad standing with a faction that they wish to join, and they can find a nonhostile representative of that faction, they may be able to complete a task to return to the faction's favor, as determined by the GM.

The requirements for joining a faction vary based on the the faction you are trying to join. The Jedi Order, for instance, might require you to be a certain age and Force-sensitive. The Bounty Broker's Association, however, simply require monthly dues.

FACTIONS AND BACKGROUNDS
If a character is of an appropriate background, such as Jedi or Guild Merchant, can start at at least 1st rank in their faction, as determined by the GM.

MEMBERSHIP BENEFITS

As an established and respected member of a faction, you can rely on certain benefits that membership provides. Your fellow faction members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a headquarters offers a central place to meet other members of your faction, which can be a good place to meet potential patrons, allies, or hirelings.

Factions often wield tremendous political power. If you are accused of a crime, your faction will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the faction, if you are a member in good standing. Your dues must be current to remain in the faction's good graces.

MEMBERSHIP DUES

After joining a faction, characters have certain requirements they must meet in order to retain in their faction's good standing. For some factions, it might simply be credit dues paid at the beginning of the month. For other factions, they might require you spend one workweek a month furthering their interests.

OVERDUE

If at the end of a month you are not current in your dues, you must become current again before you can gain any benefits from your faction. For every month you are not current in your dues, you must account for the missed dues for each month before you can become current again.

For instance, if your faction requires a credit tithe, you must meet the missed tithe for each month before you become current again. If your faction requires a workweek of downtime, however, you must complete a workweek for each month you are behind.

If you ever become overdue by a year or more, you lose your membership in that faction entirely unless you can justify that the absence was beyond your control. If you can not justify your absence and you choose to rejoin your faction, you start over at 1st rank.

MEMBERSHIP IN MULTIPLE FACTIONS

You can have ranks in multiple factions as long as those factions are not in direct conflict, but your total combined ranks across all your factions can not exceed half your character level (rounded up). If you complete a task that aligns with the goals of one of your factions, but is in direct conflict with another faction, you risk lowing renown with the other faction, or potentially being disavowed entirely.

FACTION RANKS

Factions can have a maximum of five ranks. While the names and responsibilities of each rank vary by faction, their general structure tends to be the same.

RANK 1: INITIATE

This is the rank a character receives when first joining a faction.

RANK 2: MEMBER

Rank 2 characters have shown they're aligned with the faction's goals, allowing greater responsibility.

RANK 3: VETERAN

Rank 3 characters are reliable faction members, entrusted with many secrets and deserving of additional support.

RANK 4: OFFICER

Rank 4 characters are trusted within the faction's leadership. They are looked up as champions of a faction's endeavors, and are the leaders of individual faction locations.

RANK 5: LEADER

Rank 5 characters are the leaders of their respective factions. Typically, a faction has one singular leader per headquarters, who delegates responsibilities to the faction's rank 4 and lower characters.

A faction can not have more rank 5 characters than its tier. If a faction has more than one rank 5 character, typically one stands above the rest.

RISING THROUGH THE RANKS

When a character completes an endeavor, such as a downtime activity or mission, that aligns with the goals of their faction, they gain renown. As a character reaches certain thresholds of renown, they earn the opportunity to rise through the ranks of their faction, provided they meet any other requirements, as shown in the Membership Ranks table on page ---.

FACTIONS

Faction can vary greatly in size and renown, from a lowly local adventurer's guild to a galaxy-spanning criminal organization. The nature of factions drastically differ as well, depending on the faction's intended focus.

FACTION TIERS

Factions vary in tier depending on their size. Smaller factions will typically hover between tier 1 and tier 5, while larger, galaxy-spanning factions might reach tier 20. Higher tiers require more active members, but grant greater benefits to them, as shown in the Faction Benefits table on page ---.

PROFICIENCY BONUS

Factions have their own proficiency bonus, which scales with their tier. This proficiency bonus affects actions that faction takes as a whole, or actions taken by members of appropriate rank, in the ability scores in which the faction is proficient.

ABILITY SCORES

Ability scores represent what a faction choose to focus on for its enterprises. Their are six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Ability scores are discussed at greater length in Chapter 4: Using Ability Scores.

FACTION TRAITS

Every faction is unique, not just in how they function, but also their goals, beliefs, and what kind of members they attract.

GOALS

Each faction has its own goals. One of the most common goals many factions share is the desire for increased wealth and influence. Many factions, however, have goals unique to their own efforts. For instance, a faction might have a goal of maintaining peace and prosperity in their region, directing all of their wealth and influence towards that one goal.

BELIEFS

Each faction also has its own beliefs. Many nefarious factions, such as the Exchange, believe power should be wielded by the strong, and that the weak deserve to be enslaved, while a more monetarily motivated faction, such as the Commerce Guild, believe that material wealth is the greatest source of control.

MEMBER TRAITS

Members of a faction are often drawn to it because they share common traits with its members. For instance, criminals who prefer to work alone, or in small groups, might be drawn to the Black Sun, while bounty hunters might choose to join the Bounty Broker's Association to earn greater wealth and prestige.

HEADQUARTERS

Most factions have use of a headquarters. For smaller factions, it might be a simple building, or even a room. For larger factions, however, it might be a space ship, a space station, or even an entire moon or planet. A faction headquarters is required to recruit members to a faction.

A faction can have any number of headquarters, provided it has the staff and funds to maintain them. However, every headquarters requires at least one 4th rank or higher member to administrate.

OPERATING COSTS

Beyond the required costs for actually maintaining a headquarters, factions have costs directly associated with their functions. These fees might cover licensing fees, bribes, government contracts, etc. These fees amount to roughly 1,000 cr per headquarters per month.

RECRUITING

In order for a faction to grow, it must recruit members. While lower tier factions can thrive with only a few members, higher tier factions require constant effort by thousands or more members. Additionally, a smaller faction might have trouble recruiting skilled members, while larger factions probably don't.

Each membership rank can only support members of a certain CR or higher, as shown in the Membership Ranks CR and Renown table below.

Membership Ranks CR and Renown

Membership Rank	Minimum Member CR	Monthly Renown Generation
1	1/8	1
2	1/2	2
3	1	3
4	2	4
5	5	5

Additionally, certain NPCs might also require a higher tier to join your faction. For instance, a skilled craftsman might not have a high CR, but might still require a faction to be a higher tier to merit joining.

RENOWN

Characters who act on behalf of their faction's interest earn renown, improving their own standing within their faction as well as their faction's overall effectiveness. In order for a faction to increase in tier, it must have a specific amount of renown, as shown in the Faction Benefits table on page ---. Additionally, once a faction reaches tier 6, it must have a certain amount of renown generated each month in order to progress to subsequent tiers.

NPC faction members generate an amount of renown each month determined by their rank in the faction, as shown in the Membership Ranks CR and Renown table above.

FACTION BENEFITS

Tier	Proficiency Bonus	Features	Required Renown	Monthly Renown Generation
1st	+2	Insignia, Faction Training	0	—
2nd	+2	Association Proficiency, Faction Activity	5	—
3rd	+2	Enhanced Insignia	15	—
4th	+2	Ability Score Improvement	30	—
5th	+3	Premium Item Stockpile	50	—
6th	+3	Faction Training (2)	75	—
7th	+3	Association Proficiency (2), Faction Activity (2)	100	10
8th	+3	Ability Score Improvement	150	15
9th	+4	Prototype Item Stockpile	200	20
10th	+4	Association Expertise	250	25
11th	+4	Faction Training (3), Association Proficiency (3)	325	30
12th	+4	Ability Score Improvement	400	40
13th	+5	Advanced Item Stockpile, Faction Activity (3)	500	50
14th	+5	Association Expertise (2), Association Advantage	1,000	100
15th	+5	Faction Training (4), Association Proficiency (4)	2,000	200
16th	+5	Ability Score Improvement	5,000	500
17th	+6	Ability Score Mastery, Legendary	10,000	1,000
18th	+6	Ability Score Mastery	20,000	2,000
19th	+6	Ability Score Mastery	50,000	5,000
20th	+6	Ability Score Mastery, Artifact	100,000	10,000

INSIGNIA

Beginning at 1st tier when you establish your faction, your faction can choose an insignia. Faction members of 1st rank or higher can wear, carry, or otherwise bear your insignia in a fashion appropriate to your faction's operations. Your insignia will be one of the primary ways that members identify themselves as a member of your faction.

FACTION TRAINING

Also at 1st tier, your faction gains a favored language or tool. Choose a language, or one of the tool options on page ___ of the *Player's Handbook*. Alternatively, your faction can develop its own cant.

When a 1st rank or higher faction member trains in the chosen language or tool using the Training downtime activity on page ___ of the *Player's Handbook*, the requisite time and credits are halved.

At 6th, 11th, and 15th tier, your faction can choose another language or tool.

ASSOCIATION PROFICIENCY

At 2nd tier, your faction gains proficiency in one of ability score of your choice. When your faction engages in an activity that uses the chosen ability score, they add the faction's proficiency bonus to the d20 roll, in addition to the ability score modifier.

At 7th, 11th, and 15th tier, your faction gains proficiency in another ability score.

FACTION ACTIVITY

Also at 2nd tier, your faction chooses an activity from the options available in Chapter 2: Entertainment and Downtime. When a 2nd rank or higher faction member engages in the chosen activity and rolls percentile dice, they can also make a faction ability check and add it to the roll. The faction ability check is determined by the specific activity, as shown in Chapter 4: Using Ability Scores. Additionally, when they make a d20 roll as a part of the chosen activity, they can use your faction's ability modifier instead of their own modifier, if that number is greater.

At 7th and 13th tier, your faction can choose another activity.

ENHANCED INSIGNIA

Starting at 3rd tier, its insignia gains an enhanced property. Choose an at-will force or tech power. If the bearer of the insignia is at least 1st rank in the faction, they can cast the power while wielding their insignia. The force- or tech-casting ability varies based on the type of power chosen: Intelligence for tech powers, Wisdom for light side force powers, Charisma for dark side force powers, or Wisdom or Charisma for universal force powers (the faction member's choice).

ABILITY SCORE IMPROVEMENT

At 4th tier, you can increase one of your faction's ability scores by 2. At 8th, 12th, and 16th tier, you can increase another of your faction's ability scores by 2. As normal, you can't increase an ability score above above 20 using this feature.

PREMIUM ITEM STOCKPILE

Once your faction has reached 5th tier, it gains access to a premium enhanced item of its choice. When a 2nd rank or higher faction member has spent 50 days of downtime furthering the faction's interests, they gain access to the chosen premium item and can purchase it at the item's full value. If the chosen item is a consumable, it takes half the requisite downtime. Once they've done so, they must spend another 50 days of downtime furthering your faction's interest before they can do so again. Provided that the item is undamaged, they can return it to your faction for a full refund.

PROTOTYPE ITEM STOCKPILE

At 9th tier, your faction gains access to a prototype enhanced item of your choice. When a 3rd rank or higher faction member has spent 100 days of downtime furthering the faction's interests, they gain access to this prototype item and can purchase it at the item's full value. If the chosen item is a consumable, it takes half the requisite downtime. Provided that the item is undamaged, they can return it to your faction for a full refund.

ASSOCIATION EXPERTISE

Beginning at 10th tier, your faction gains expertise in one ability score in which it is proficient.

At 14th tier, your faction gains expertise in another ability score in which it is proficient.

ADVANCED ITEM STOCKPILE

At 13th tier, your faction gains access to an advanced enhanced item of its choice. When a 4th rank or higher faction member has spent 200 days of downtime furthering the faction's interests, they gain access to this advanced item and can purchase it at the item's full value. If the chosen item is a consumable, it takes half the requisite downtime. Provided that the item is undamaged, they can return it to your faction for a full refund.

ASSOCIATION ADVANTAGE

Starting at 14th tier, your faction gains advantage on checks with one ability score of your choice.

ABILITY SCORE MASTERY

At 17th tier, you can increase one of your faction's ability scores by 2. Its maximum for this score increases by 2. At 18th, 19th, and 20th tier, you can increase another of your faction's ability scores, and its maximum, by 2.

LEGENDARY

Also at 17th tier, your factions gains access to one legendary enhanced item of its choice. When a 5th rank or higher faction member has spent 500 days of downtime furthering the faction's interests, they gain access to this legendary item and can procure it at no cost.

ARTIFACT

As of 20th tier, your factions gains access to one artifact enhanced item of its choice. When a 5th rank or higher faction member has spent 1,000 days of downtime furthering the faction's interests, they gain access to this artifact item and can procure it at no cost.

MEMBERSHIP RANKS

Rank	Features	Required Renown	Other Requirements
1st	Earn Renown, Faction Training, Insignia	0	—
2nd	Apprentice, Faction Activity, Premium Item Procurement, Special Missions	10	—
3rd	Mentor, Prototype Item Procurement	25	5th level, 1 special mission
4th	Advanced Item Procurement	50	9th level, 3 special missions
5th	Faction Leader	100	13th level, 10 special missions

EARN RENOWN

Beginning at 1st rank when you join a faction, you gain the ability to earn renown for your faction, allowing you to advance in rank. For every successful workweek in a downtime activity furthering your faction's interests, you gain 1 renown. Additionally, you gain access to faction-specific missions. Every time you complete a mission for your faction, you gain 1 or more renown.

FACTION TRAINING

Also at 1st rank, you gain access to your faction's favored training. When you train in your faction's favored language or tool using the Training downtime activity on page ___ of the Player's Handbook, the requisite time and credits are halved.

INSIGNIA

Lastly at 1st rank, you are given permission to wield the insignia of your faction, either openly or in secret. When your faction reaches 3rd tier, your insignia gains an enhanced property.

APPRENTICE

At 2nd rank, you gain the ability to be apprenticed to a 3rd rank or higher member of your faction. Bonding with a mentor takes one workweek of downtime spent together furthering your faction's interests in your faction's favored activity. At the end of the workweek, you and your mentor are bonded. You can only have one mentor at a time. You can break your bond with your current mentor at any time, no action required.

While traveling with or otherwise working with your mentor, you gain the following benefits:

LANGUAGE AND TOOL TRAINING

You can learn any language or tool proficiency that your mentor possesses in half the time, with no credit requirement.

WORD OF ADVICE

While you can see and hear your mentor, you can gain advantage on one ability check, attack roll, or saving throw (no action required). You can wait until after you roll the d20 to use this feature, but you must decide before the GM says whether the roll succeeds or fails.

Once you've used this feature, you must complete a short or long rest before you can use it again.

FACTION ACTIVITY

Also at 2nd rank, you gain benefits from your faction when you engage in your faction's favored activity, provided your faction is at least 2nd tier. When you roll percentile dice as a part of the chosen activity, you can also make an ability check and add it to the roll. The ability check is determined by the specific activity, as shown in the ___ table on page ___. Additionally, when you make a d20 roll as a part of the chosen activity, you can use your faction's association modifier instead of your modifier, if that number is greater.

PREMIUM ITEM PROCUREMENT

Additionally at 2nd rank, after spending at least 50 days of downtime furthering your faction's interests, you gain access to premium enhanced items, which you can purchase at the item's full value, provided your faction is at least 5th tier. You gain access to armor +1, shield +1, weapon +1, and one premium enhanced item chosen by your faction. You can only have one premium item procured in this fashion, but provided that the item is undamaged, you can return it to your faction for a full refund. If your faction's chosen item is a consumable, you can instead have an unlimited number of that item, but you must spend the requisite downtime for each one.

SPECIAL MISSIONS

Lastly at 2nd rank, you gain the opportunity to undergo special missions on behalf of your faction. These missions, while more scarce, often yield greater renown, and potentially other rewards. Special missions are also required to progress past 2nd rank in a faction, as shown in the Membership Ranks table.

MENTOR

At 3rd rank, you gain the ability to take a 1st or 2nd rank member of your faction as an apprentice. Bonding with an apprentice takes one workweek of downtime spent together furthering your faction's interests. At the end of the workweek, you and your apprentice are bonded. You can only have one apprentice at a time. You can break your bond with your current apprentice at any time, no action required.

And 4th rank, you can have a 2nd or 3rd rank member of your faction as an apprentice, and at 5th rank, you can have a 2nd, 3rd, or 4th rank member of your faction as an apprentice. Additionally, at 5th rank, you can maintain three apprentices at a time, instead of one.

While traveling with or otherwise working with your apprentice, you gain the following benefits.

DOWNTIME

When you engage in a downtime activity with your apprentice and make your percentile dice check, you can roll the dice twice and use either total.

INSPIRING PRESENCE

While your apprentice can see and hear you, you can gain advantage on one ability check, attack roll, or saving throw (no action required). You can wait until after you roll the d20 to use this feature, but you must decide before the GM says whether the roll succeeds or fails.

Once you've used this feature, you must complete a short or long rest before you can use it again.

PROTOTYPE ITEM PROCUREMENT

Also at 3rd rank, after spending at least 100 days of downtime furthering your faction's interests, you gain access to prototype enhanced items, which you can purchase at the item's full value, provided your faction is at least 9th tier. You gain access to armor +2, shield +2, weapon +2, and one prototype enhanced item chosen by your faction. You can only have one prototype item procured in this fashion, but provided that the item is undamaged, you can return it to your faction for a full refund. If your faction's chosen item is a consumable, you can instead have an unlimited number of that item, but you must spend the requisite downtime for each one.

ADVANCED ITEM PROCUREMENT

At 4th rank, after spending at least 200 days of downtime furthering your faction's interests, you gain access to advanced enhanced items, which you can purchase at the item's full value, provided your faction is at least 13th tier. You gain access to armor +3, shield +3, weapon +3, and one advanced enhanced item chosen by your faction. You can only have one advanced item procured in this fashion, but provided that the item is undamaged, you can return it to your faction for a full refund. If your faction's chosen item is a consumable, you can instead have an unlimited number of that item, but you must spend the requisite downtime for each one.

FACTION LEADER

As of 5th rank, at the end of a long rest, if a faction member of lower rank is within line of sight, you can grant them Inspiration, which lasts until the end of their next long rest. Once you've done so, you can't do so again until you complete a long rest.

CHAPTER 4: USING ABILITY SCORES

SIX ABILITIES PROVIDE A QUICK DESCRIPTION OF every faction's collective physical and mental characteristics:

Strength, measuring the faction membership's physical power
Dexterity, measuring the faction membership's agility
Constitution, measuring the faction membership's endurance
Intelligence, measuring the faction membership's reasoning and memory
Wisdom, measuring the faction membership's awareness and intuition
Charisma, measuring the faction membership's force of personality

Is a faction comprised of renowned gladiators of great might and fortitude? Or is it a coalition of craftsmen, working together to create the best products available? Force-wielders working together, for good or ill? Or maybe it's a guild of shrewd merchants, attempting to corner the market. Ability scores defined these qualities—a faction's assets as well as weaknesses.

Ability scores govern a faction's ability to benefit it's members, as well as wage inter-faction conflict. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

This chapter focuses on how to use ability checks, covering how these checks benefit your faction's members and how they interact with other factions.

ABILITY SCORES AND MODIFIERS

Each of a faction's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a faction's member's training and competence in activities related to that ability.

A score of 10 or 11 is the normal average, but many factions are a cut above average in most abilities. A score of 18 is the highest that a faction usually reaches. Larger factions can have scores as high as 20, and galaxy-spanning factions can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every ability check, ability modifiers come up in play more often than their associated scores.

Ability Scores and Modifiers

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

ADVANTAGE AND DISADVANTAGE

Sometimes a feature tells you that you have advantage or disadvantage on an ability check. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

You usually gain advantage or disadvantage through the use of faction features. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

PROFICIENCY BONUS

Factions have a proficiency bonus determined by tier, as detailed in chapter 1. The bonus is used in the rules on ability checks.

Your faction's proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say your faction can add its proficiency bonus to a Wisdom ability check, you nevertheless add the bonus only once when you make the save.

Occasionally, your faction's proficiency bonus might be multiplied or divided (doubled or halved. for example) before you apply it. If a circumstance suggests that your faction's proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your faction's proficiency bonus when making an ability check that wouldn't normally benefit from its proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if your faction lacks proficiency in the Intelligence ability score, it gains no benefit from a feature that lets it double your proficiency bonus when it make Intelligence checks.

EXPERTISE

Certain features, such as the Association Expertise feature, let your faction double its proficiency bonus with a given ability score, granting expertise in that ability score. As usual, you can only gain expertise in an ability score once.

ABILITY CHECKS

An ability check represents a faction's ability to overcome a challenge. The GM calls for an ability check when a faction, or a faction member, attempts an action that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the 6 abilities is relevant to the task at hand and the difficulty of the task, represented by Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success-the faction, or faction member, overcomes the challenge at hand. Otherwise, it's a failure, which means the faction or faction member makes no progress toward the objective or makes progress combined with a setback determined by the GM.

CONTESTS

Sometimes one faction's or faction member's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as accepting a mission reward from a third party. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a faction is trying to usurp control or influence from another faction. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That faction or faction member either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two faction members tie in a contest to accept a mission reward, neither character grabs it. In a contest between a faction trying to usurp control or influence from another faction, a tie means control or influence is not usurped.

Ability Check DCs

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as a faction and its member's normal vigilance, or can be used when the GM wants to secretly determine whether a faction succeeds at something without rolling dice, such as noticing a spy.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check. If the faction has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example. if a 1st-tier faction has a Wisdom of 15 and proficiency in Wisdom, it has a passive Wisdom score of 14.

The rules on spying in the "Espionage" section below rely on passive checks.

WORKING TOGETHER

Sometimes two or more factions team up to attempt a task. The faction who's leading the effort, or the one with the highest ability modifier, can make an ability check with advantage, reflecting the help provided by the other faction.

A faction can only provide help if the task is one that he or she could attempt alone. For example, attempting to mass produce a type of blaster requires members with proficiency with armstech's tools, so a faction whose members lack that proficiency can't help another faction in that task. Moreover, a faction can help only when two or more factions working together would actually be productive.

trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover. a character can help only when two or more individuals working together would actually be productive. Some tasks are no easier with help.

USING EACH ABILITY

Every task that a faction might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

Factions of 2nd tier and higher are more adept at performing certain downtime activities. When a faction member of 2nd rank or higher attempts the favored downtime activity and rolls percentile dice, they also get to make a faction ability check and add it to the roll, provided they are in an area where the faction has influence. Each downtime activity is tied to a specific ability score, as discussed in this section.

VARIANT: ACTIVITIES WITH OTHER ABILITIES

Normally, your faction's favored activity only utilizes a specific ability score. Favoring the Crime downtime activity, for instance, usually applies a faction's Dexterity ability check. During resolution of an activity, however, a faction member might use utilize a different ability score during resolution. In such cases, the GM might allow you to roll a faction ability check utilizing a different ability score, or you might ask if you can use a different faction ability check. For example, if you are performing crime during downtime and using a security kit, your GM might call for a faction Intelligence check when rolling percentile dice, instead of Dexterity, even though Crime is normally associated with Dexterity.

STRENGTH

Strength measures the bodily power, athletic training, and the extent to which a faction's membership can exert raw physical force.

STRENGTH ACTIVITIES

Many activities focus on using a character's might and power. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Mercenary Contracting
- Pit Fighting
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Strength check contested by the target faction's Constitution check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

DEXTERITY

Dexterity measures the agility, reflexes, and balance of a faction's membership.

DEXTERITY ACTIVITIES

Many activities capitalize on a character's nimbleness and stealth. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Crime
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Dexterity check contested by the target faction's Intelligence check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

CONSTITUTION

Constitution measures the health, stamina, and vital force of a faction's membership.

CONSTITUTION ACTIVITIES

Many activities focus on using a character's vitality and heartiness. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Constitution check contested by the target faction's Strength check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

INTELLIGENCE

Intelligence measures the mental acuity, accuracy of recall, and the ability of a faction's membership to reason.

INTELLIGENCE ACTIVITIES

Many activities capitalize on a character's reasoning and memory. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Crafting
- Gambling
- Racing
- Research
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes an Intelligence check contested by the target faction's Dexterity check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

WISDOM

Wisdom measures how attuned to the world, perceptive, and intuitive a faction's membership is.

WISDOM ACTIVITIES

Many activities focus on using a character's intuition and awareness. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Bounty Hunting
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Wisdom check contested by the target faction's Charisma check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

CHARISMA

Charisma measures the the ability to interact effectively with others, confidence, and eloquence of a faction's membership.

CHARISMA ACTIVITIES

Many activities capitalize on a character's charm and presence. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Buying Enhanced Items
- Carousing
- Selling Enhanced Items
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Charisma check contested by the target faction's Wisdom check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

CHAPTER 5: EQUIPMENT

The cities of *Star Wars* are diverse and multicultural, varying dramatically by planet and system. Commonplace activities in one city might be taboo in another. The most common species on one planet might be shunned on the next one. Every city, in addition to the climate and cultures, varies dramatically in the options available for sale.

In addition to those options available in the *Player's Handbook*, adventurers might encounter new and interesting wares. On some planets, and in some cultures, armor is made from unique materials that grant it interesting properties. On other planets, a more diverse armory might be available for purchase—or theft. In other places still, interesting and unique adventuring implements might be discovered.

STARTING EQUIPMENT

When choosing the starting equipment for your class, you might have an option to choose any of a certain type of item. For instance, berserkers get a choice of "*(a)* a martial vibroweapon and a light or medium physical shield or *(b)* two martial vibroweapons". When choosing starting equipment in this fashion, the items available in this chapter should not be included. However, if you use instead use the Variant: Starting Wealth by Class rule, the items in this chapter should be considered available for purchase.

AMMUNITION

Blasters that deal energy or ion damage use power cells, while blasters that deal kinetic damage use slug cartridges. This chapter introduces blasters that deal new damage types: acid, fire, and sonic. These weapons also use power cells.

BUYING AND SELLING TREASURE

This chapter introduces armor, weapons, adventuring gear, and other valuable materials. Like those options found in the *Player's Handbook*, selling these items should generally be possible, provided they are unspoiled.

ENHANCED ITEMS

Enhanced items are scarce and powerful, leading to them rarely having a predetermined price. Buying and selling enhanced items can rarely be performed easily, often requiring extensive time and credits to find a potential buyer and seller.

RARE MATERIALS

While rare materials, as the name indicates, are more scarce than their raw material counterparts, they typically have a commonly accepted value across markets. While they won't always be available for sale, they will usually fetch the same price across worlds.

ARMOR AND SHIELDS

Adventuring through the different worlds of *Star Wars* shows limitless variety across cultures, varying drastically by their values and technological availability. Many cultures create similar items, but using different materials, granting their items a unique flair. The Armor table shows some examples of how commonly available types of armor found in the game differ, depending on the materials used.

The Armor table shows the cost, weight, and other properties of these types of armor worn in the worlds of *Star Wars*.

ARMOR AND SHIELD PROFICIENCY

Anyone can put on a suit of armor or wield a shield. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't force- or tech-cast.

If you have proficiency in armor, you have proficiency in the appropriate shield as well.

ARMOR CLASS (AC)

Armor protects its wearer from attacks. The armor (and shield) you wear determines your Armor Class.

ARMOR MATERIALS

In addition to form and function, armor varies greatly based on material. Beyond those standard materials universally available to armor, you might find armor made with more specialized and scarce materials. Armor made with these materials offers a unique strength, but also a weakness. Additionally, the armor's cost increases by an amount, based on the armor's type, as shown in the Armor Type Cost Increase table below:

Armor Type Cost Increase

Armor Type	Cost Increase	Armor Type	Cost Increase
Light armor	1,000 cr	Light shield	250 cr
Medium armor	2,000 cr	Medium shield	750 cr
Heavy armor	6,000 cr	Heavy shield	1,500 cr

Only physical shields can be crafted using alternative armor materials. Additionally, barding can be created using alternative armor materials.

MULTIPLE MATERIALS

Armor and shields can be made using an amalgam of materials. Doing so increases the cost of the armor or shield for each material used in its creation, and the number of materials used can't exceed half the crafter's proficiency bonus, rounded up.

BESKAR
Armor and shields made from beskar gains the regulated property, but also the strength 11 property. If the armor or shield would already have the strength property, instead increase the strength number by 2.

BONE
Bone armor and shields have the barbed (1d4) and spiked (1d4) properties, respectively, but suffer a -1 penalty to Armor Class.

CRYSTADIUM
Armor and shields made from crystadium has the absorptive 1 property, but also the rigid and imbalanced properties, respectively.

DURAFIBER
Durafiber armor and shields have their strength number reduced by one step (from 19 to 17, 17 to 15, 15 to 13, or 13 to 11). If the strength number is 11, this removes the strength property from it entirely. If the armor or shield lacks the strength property, it instead gains the lightweight property. Additionally, durafiber armor and shields suffer a -1 penalty to Armor Class.

DURANIUM
Armor and shields made from duranium gain the reactive 1 and responsive 1 properties, respectively, but also the cumbersome property.

DURASTEEL
Durasteel armor has the impermeable and rigid properties. Durasteel shields have the interlocking and imbalanced properties.

DURAVLEX
Armor and shields made from duravlex have the silent and concealing properties, respectively, but suffer a -1 penalty to Armor Class.

FLEXIMETAL
Fleximetal armor and shields gain the avoidant 1 property, but also the strength 11 property. If the armor or shield would already have the strength property, instead increase the strength number by 2.

LAMINANIUM
Armor and shields made from laminanium gain the obscured and lambent properties, respectively, but also the cumbersome property.

NEUTRONIUM
Neutronium armor and shields gain the insulated 1 property, but also the strength 11 property. If the armor or shield would already have the strength property, instead increase the strength number by 2.

PLASTOID
Armor made from plastoid has the reinforced and rigid properties. Shields made from plastoid have the anchor and imbalanced properties.

QUADANIUM
Quadanium armor and shields gain the charging 1 property, but also the cumbersome property.

ARMOR PROPERTIES
Many armors and shield have special properties related to their use, as shown in the Armor table. You must be proficient in and wearing armor or wielding a shield to benefit from its special properties.

ABSORPTIVE
When you are wearing armor or wielding a shield with this property, damage that you take from weapons is reduced by an amount equal to the absorptive number. If this would reduce the damage to 0, the damage is instead reduced to 1.

AGILE
While wearing armor or wielding a shield with this property, your Dexterity score becomes equal to the agile number. If your Dexterity is already equal to or greater than the agile number, it has no effect on you.

ANCHOR
A shield with this property can be used to provide cover. As an action, you can anchor or recover the shield. While anchored, you gain no benefit from a shield, and it does not require the use of a hand. Instead, while anchored, a light shield provides one-quarter cover, a medium shield provides half cover, and a heavy shield provides three-quarters cover.

AVOIDANT
When wearing armor or wielding a shield with this property and a creature makes an attack against you, the critical hit range decreases by an amount equal to the avoidant number, to a minimum of 1.

BARBED
When you succeed on a Strength (Athletics) check to initiate or maintain a grapple while wearing armor with this property, the creature takes kinetic damage using the barbed damage (which appears in parentheses with the property) + your Strength modifier.

CHARGING
When you take damage while wearing armor or wielding a shield with this property, you gain a charge. You can store a maximum number of charges equal to the charging number, and the charges last for 1 minute. The next time you hit with a melee weapon attack while you have charges, you deal additional damage of the same type as the weapon's damage equal to the number of charges stored, and the charges are expended.

CONCEALING
While wielding a shield with this property, you have advantage on Dexterity (Stealth) checks that rely on sight.

CUMBERSOME
While wearing armor or wielding a shield with this property, your speed is reduced by 5.

GAUNTLETED
While wearing armor with this property, your unarmed strikes deal kinetic damage using the gauntleted damage (which appears in parentheses with the property) + your Strength modifier.

IMBALANCED
When you are critically hit while wielding a shield with this property, you can't take reactions until the start of your next turn, and you gain no AC benefit from your shield against the next attack against you before the start of your next turn.

IMPERMEABLE
Armor with this property functions as an enviro-suit, flight suit, and water suit.

INSULATED
When you make a saving throw against an effect that would deal ion or lightning damage while wearing armor or wielding a shield with this property, you can treat a d20 roll of below the insulated number as the insulated number.

INTERLOCKING
While wielding a shield with this property within 5 feet of a friendly creature who is also wielding a shield with this property, you can both use your reactions on either of your turns to interlock the shields. While interlocked, both creatures gain a bonus to AC equal to the interlocking number. If at any point the creatures are more than 5 feet from each other, the shields immediately de-interlock, and this effect ends.

LAMBENT
While wielding a shield with this property, you can use a bonus action to activate or deactivate the shield's light. While active, the shield sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Additionally, Dexterity (Stealth) checks made while the shield's light is active that rely on sight have disadvantage.

LIGHTWEIGHT
Armor and shields with this property have their weight reduced by half.

MAGNETIC
While you are wielding a shield with this property and a melee weapon attack misses you by an amount less than or equal to your bonus to AC from your shield, the attacking creature must make a Strength check, DC equal to the magnetic number. On a failed save, the creature's weapon adheres to the shield. As an action, a creature can repeat this check. On a success, the weapon is freed.

OBSCURED
While wearing armor or wielding a shield with this property, electronic sensors and cameras have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks against you that rely on sight.

POWERED
While wearing armor with this property, your Strength score becomes equal to the powered number. If your Strength is already equal to or greater than the powered number, it has no effect on you.

REACTIVE
When you are wearing armor with this property and a creature hits you with an attack roll, you gain a bonus to AC against the next attack from that creature before the start of your next turn equal to the reactive number.

REGULATED
When you are wearing armor or wielding a shield with this property and a creature rolls the maximum on a weapon damage die against you, they must reroll and use the new roll, even if the new roll is the maximum on the weapon damage die.

REINFORCED
When you make a long jump while wearing armor with this property, you can cover a number of feet up to twice your Strength score. When you make a high jump, you can leap a number of feet up into the air equal to 3 + twice your Strength modifier.

RESPONSIVE
While you are wielding a shield with this property and an attack misses you by an amount less than or equal to your bonus to AC from your shield, you gain a bonus to AC against the next attack from that creature before the start of your next turn equal to the responsive number.

RIGID
While wearing armor with this property, you add half your Dexterity modifier (rounded down), instead of your full Dexterity modifier, to Dexterity saving throws you make. If your Dexterity modifier is negative, you instead subtract the full modifier.

SILENT
While wearing armor with this property, you have advantage on Dexterity (Stealth) checks that rely on sound.

SPIKED
When you succeed on a Strength (Athletics) check to shove or trip a creature while wielding a shield with this property, the creature takes kinetic damage using the spiked damage (which appears in parentheses with the property) + your Strength modifier. If you use a shield with this property as an improvised weapon, the damage increases by one step (from d4 to d6, d6 to d8, or d8 to 2d4).

STEADFAST
While wearing armor or wielding a shield with this property, you have advantage on Strength checks and Strength saving throws to avoid being moved.

VERSATILE
A shield with this property can be used with one or two hands. While wielded in two hands, you gain an additional bonus to AC equal to the versatile number.

ARMOR AND SHIELDS

Name	Cost	Armor	Weight	Properties
Light Armor				
Duranium combat suit	1,100 cr	11 + Dex modifier	10.00 lb	Cumbersome, reactive 1
Duravlex fiber armor	1,450 cr	11 + Dex modifier	13.00 lb	Silent
Fleximetal fiber armor	1,450 cr	12 + Dex modifier	13.00 lb	Avoidant 1, strength 11
Medium Armor				
Neutronium mesh	2,500 cr	13 + Dex modifier (max 2)	20.00 lb	Insulated 1, strength 11
Beskar weave armor	3,000 cr	14 + Dex modifier (max 2)	25.00 lb	Regulated, strength 11
Plastoid composite	4,500 cr	15 + Dex modifier (max 2)	45.00 lb	Bulky, reinforced, rigid
Heavy Armor				
Durafiber battle armor	6,750 cr	15	55.00 lb	Bulky, strength 11
Laminanium assault	8,000 cr	17	60.00 lb	Bulky, cumbersome, obscured, strength 15
Durasteel exoskeleton	15,000 cr	18	65.00 lb	Bulky, impermeable, rigid, strength 17
Shield				
Bone light shield	300 cr	+0	6.00 lb	Spiked (1d4)
Crystadium medium shield	900 cr	+2	18.00 lb	Absorptive 1, imbalanced, strength 13
Quadanium heavy shield	2,000 cr	+3	36.00 lb	Charging 1, cumbersome, obtrusive, strength 15

WEAPONS

In addition to armor varying across myriad planets, you might find new and unique types of weaponry available. Your weapon proficiencies reflect the tools you are most likely to use. The Weapons tables show additional weapons used in the worlds of *Star Wars*, their price and weight, the damage they deal when they hit, and any special properties they possess.

WEAPON PROFICIENCY

Your species, class, and feats can grant you proficiency with certain weapons or categories of weapons. The three types of weapons—blaster, lightweapon, and vibroweapon, are further broken down into two categories—simple and martial. Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Proficiency in these weapons is discussed further in Chapter 6.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

BITING

This weapon's damage becomes acid. Additionally, when you would make a melee weapon attack with a weapon with the biting property, you can instead force the target to make a Constitution saving throw (DC = 8 + your bonus to attacks with the weapon, or the biting number, whichever is lower). If you would have advantage on your attack roll, the creature instead has disadvantage on their saving throw, and if you would have disadvantage on your attack roll, the creature instead has advantage on their saving throw. On a failed save, the target takes normal weapon damage and is subjected to any additional effects that would occur on a hit, and the first attack it makes before the end of its next turn has disadvantage. If damage dealt by this weapon reduces a creature to 0 hit points, it must make a DC 13 Constitution saving throw. On a failed save, it dies immediately without making death saving throws. A disintegrated creature and everything unenhanced it is wearing and carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.

BRIGHT
This weapon's damage becomes fire, and its luminous property sheds bright light in a 5-foot radius and dim light for an additional 5 feet while activated, instead of only dim light in a 5-foot radius. Additionally, when you would make a melee weapon attack with a weapon with the bright property, you can instead force the target to make a Dexterity saving throw (DC = 8 + your bonus to attacks with the weapon, or the bright number, whichever is lower). If you would have advantage on your attack roll, the creature instead has disadvantage on their saving throw, and if you would have disadvantage on your attack roll, the creature instead has advantage on their saving throw. On a failed save, the target takes normal weapon damage and is subjected to any additional effects that would occur on a hit, and the creature takes additional damage of the same type at the start of its next turn equal to your governing ability modifier.

BRUTAL
When you score a critical hit with a weapon with the brutal property, you roll a number of additional weapon damage dice equal to the brutal number.

CORRUPTION
This weapon's damage becomes necrotic, and it loses the luminous property if it has it. Additionally, when you would make a melee weapon attack with a weapon with the corruption property, you can instead force the target to make a Wisdom saving throw (DC = 8 + your bonus to attacks with the weapon, or the corruption number, whichever is lower). If you would have advantage on your attack roll, the creature instead has disadvantage on their saving throw, and if you would have disadvantage on your attack roll, the creature instead has advantage on their saving throw. On a failed save, the target takes normal weapon damage and is subjected to any additional effects that would occur on a hit, and the creature cannot regain hit points until the start of your next turn.

DEFENSIVE
When you make your first attack on your turn with a weapon with the defensive property, you can choose to suffer a penalty to attack and damage rolls with that weapon up to the defensive number. If you do so, you gain the same bonus to AC. These effects last until the start of your next turn, as long as you're holding the weapon.

DIRE
Before you make a weapon attack with a weapon with the dire property, you can choose to suffer a penalty to the attack roll up to the dire number. If you do so and you hit with it, you gain an equivalent bonus to the damage roll.

DISARMING
When you score a critical hit with a weapon with the disarming property against a creature that is holding an object, you can attempt to disarm the target (no action required). If the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Strength saving throw (DC = 8 + your bonus to attacks with the weapon) or it drops an object of your choice at its feet.

DISINTEGRATE
When a creature is reduced to 0 hit points by a weapon with the disintegrate property, it must make a Constitution saving throw, DC equal to the disintegrate number. On a failed save, it dies immediately without making death saving throws. A disintegrated creature and everything unenhanced it is wearing or carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.

DISRUPTIVE
When a creature is forced to make a Constitution saving throw to maintain concentration due to taking damage from a weapon with the disruptive property, the DC for the check equals 10 or the full damage taken, whichever number is higher, instead of only half.

KEEN
When you make a weapon attack with a weapon with the keen property, the critical hit range increases by an amount equal to the keen number.

MIGHTY
When making an attack with a mighty weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

NEURALIZING
When you hit a creature with a weapon with the neuralizing property, you can force it to make a Wisdom saving throw, DC equal to the neuralizing number. On a failed save, the creature takes an additional 1d4 psychic damage and becomes frightened of you until the start of its next turn.

PIERCING
Before you make a weapon attack with a weapon with the piercing property, you can choose to gain a bonus to the attack roll up to the piercing number. If you do so and you hit with it, you suffer an equivalent penalty to the damage roll.

SHOCKING
When you hit a creature with a weapon with the shocking property, you can force it to make a Dexterity saving throw, DC equal to the shocking number. On a failed save, the creature takes an additional 1d4 lightning damage and becomes shocked until the end of its next turn.

SILENT
When you make a ranged weapon attack with a weapon with the silent property while hidden, it does not automatically reveal your presence. Make a Dexterity (Stealth) check contested by your targets' Wisdom (Perception) check. On a success, you remain hidden.

SMART
This weapon ignores your Dexterity score and proficiency bonus. Two numbers appear in parentheses with the property—the first is the weapon's Dexterity score, and the second is the weapon's proficiency bonus. The weapon uses these values instead of yours when you make attack and damage rolls with it. If you lack proficiency with the weapon, the weapon does not benefit from its proficiency bonus.

SONOROUS
When you hit a creature with a weapon with the sonorous property, you can force it to make a Constitution saving throw, DC equal to the sonorous number. On a failed save, the creature takes an additional 1d4 sonic damage and becomes deafened until the end of its next turn.

SWITCH
A weapon with the switch property can deal an alternate type of damage. A damage value appears in parentheses appears with the property-the damage when the weapon uses its alternate damage type. On your turn, you can use your object interaction to change the weapon's damage type.

VICIOUS
Whenever you deal damage with a weapon with the vicious property and roll the maximum on a weapon damage die, you gain a bonus to damage equal to the vicious number.

SPECIAL WEAPONS
Weapons with special rules are described below.

FLECHETTE CANNON
The flechette cannon does not make attack rolls. Rather than traditional power cells, the flechette cannon uses specialized projector tanks, which, when fired, spray an area with the contents of the tank. Projector tanks require your target to make a saving throw to resist the tank's effects. It can have different ammunition types loaded simultaneously, and you can choose which ammunition you're using as you fire it (no action required). If you don't meet the flechette cannon's strength requirement, creatures have advantage on their saving throws. If you lack proficiency in the flechette cannon, you must roll the damage dice twice and take the lesser total.

GRENADE LAUNCHER
Rather than traditional power cells, the grenade launcher fires grenades. When firing a grenade at long range, or if you don't meet the grenade launcher's strength requirement, creatures within the radius of the grenade's explosion have advantage on the saving throw. If you lack proficiency in the grenade launcher, you must roll the damage dice twice and take the lesser total.

ROCKET LAUNCHER
Rather than traditional power cells, the rocket launcher fires specialized projectiles in the form of rockets. When firing a rocket at long range, or if you don't meet the rocket launcher's strength requirement, creatures within the radius of the rocket's explosion have advantage on the saving throw.

SHOULDER BLASTER
Mounted by the shoulder slot, a shoulder blaster does not require a free hand to use. Additionally, you have advantage on Strength ability checks and saving throws to avoid being disarmed of this weapon.

SHOULDER CANNON
Mounted by the shoulder slot, a shoulder cannon does not require a free hand to use. Additionally, you have advantage on Strength ability checks and saving throws to avoid being disarmed of this weapon.

VAPOR PROJECTOR
The vapor projector does not make attack rolls. Rather than traditional power cells, the vapor projector uses specialized projector tanks, which, when fired, spray an area with the contents of the tank.

Projector tanks require your target to make a saving throw to resist the tank's effects. It can have different ammunition types loaded simultaneously, and you can choose which ammunition you're using as you fire it (no action required). If you don't meet the vapor projector's strength requirement, creatures have advantage on their saving throws. If you lack proficiency in the vapor projector, you must roll the damage dice twice and take the lesser total.

BLASTERS

Name	Cost	Damage	Weight	Properties
Simple Blasters				
Cryo carbine	1,250 cr	1d6 cold	6.00 lb	Power cell (range 45/180), reload 12, two-handed, vicious 1
Cryo pistol	750 cr	1d4 cold	2.00 lb	Power cell (range 30/120), reload 8, vicious 1
Disruptor carbine	1,450 cr	1d8 acid	8.50 lb	Power cell (range 60/240), disintegrate 13, reload 8, strength 11, two-handed
Disruptor pistol	750 cr	1d6 acid	4.50 lb	Power cell (range 45/180), disintegrate 13, reload 12, strength 11
Incinerator carbine	1,650 cr	1d6 fire	7.50 lb	Power cell (range 60/240), dire 1, disintegrate 13, reload 12, strength 11, two-handed
Incinerator pistol	1,250 cr	1d4 fire	3.50 lb	Power cell (range 40/160), dire 1, disintegrate 13, reload 16, strength 11
Martial Blasters				
BKG	2,750 cr	3d4 energy	19.00 lb	Power cell (range 120/480), auto, burst 2, disintegrate 13, reload 2, strength 19, two-handed, vicious 1
Chaingun	1,325 cr	2d4 kinetic	10.50 lb	Slug cartridge (range 80/320), auto, rapid 2, reload 8, strength 13, two-handed, vicious 1
Cryo Cannon	3,300 cr	2d4 cold	12.50 lb	Power cell (range 75/300), auto, burst 2, reload 4, strength 13, two-handed, vicious 1
Cryo Rifle	2,400 cr	2d4 cold	10.50 lb	Power cell (range 50/200), reload 4, strength 11, two-handed, vicious 1
Disruptor rifle	2,900 cr	1d10 acid	13.50 lb	Power cell (range 60/240), disintegrate 13, reload 4, strength 13, two-handed
Disruptor sniper	3,300 cr	1d12 acid	15.00 lb	Power cell (range 120/480), disintegrate 13, reload 2, strength 15, two-handed
Flechette cannon	2,300 cr	—	13.00 lb	Ammunition (range special), reload 6, special, strength 13, two-handed
Grenade launcher	1,800 cr	—	11.50 lb	Ammunition (range 90/360), reload 16, special, strength 11, two-handed
Hand BKG	1,550 cr	1d10 energy	10.00 lb	Power cell (range 50/200), brutal 1, disintegrate 1, keen 1, reload 4, strength 15
Hand blaster	500 cr	1d4 kinetic	.50 lb	Power cell (range 40/160), keen 1, light, reload 8
Hand cannon	1,300 cr	1d10 kinetic	10.50 lb	Slug cartridge (range 25/100), brutal 1, reload 8, strength 11, two-handed
Incinerator rifle	1,950 cr	1d8 fire	9.50 lb	Power cell (range 80/320), dire 1, disintegrate 13, reload 8, strength 11, two-handed
Incinerator sniper	3,300 cr	1d10 fire	14.50 lb	Power cell (range 120/480), dire 1, disintegrate 13, reload 2, strength 15, two-handed
Lightbow	1,800 cr	2d6 energy	14.00 lb	Power cell (range 60/240), piercing 1, reload 2, strength 15, two-handed
Railgun	1,900 cr	2d6 kinetic	16.00 lb	Slug cartridge (range 150/600), piercing 1, reload 2, strength 17, two-handed
Rocket Launcher	2,250 cr	—	14.00 lb	Ammunition (range 150/600), reload 1, special, strength 13, two-handed
Shoulder Blaster	1,275 cr	1d6 energy	3.00 lb	Power cell (range 40/160), rapid 4, reload 16, smart (15/+2), special
Shoulder Cannon	1,625 cr	1d8 energy	8.50 lb	Power cell (range 60/240), auto, burst 8, reload 8, smart (15/+2), special, strength 11
Smart Cannon	2,250 cr	1d10 kinetic	13.50 lb	Slug cartridge (range 75/300), auto, burst 2, rapid 2, reload 4, smart (15/+2), strength 15, two-handed
Smart Pistol	1,075 cr	1d6 kinetic	4.00 lb	Slug cartridge (range 40/160), piercing 1, rapid 2, reload 16, smart (15/+2), strength 11
Vapor Projector	2,300 cr	—	13.00 lb	Ammunition (range special), reload 6, special, strength 13, two-handed

LIGHTWEAPONS

Name	Cost	Damage	Weight	Properties
Simple Lightweapons				
Saber-mace	950 cr	1d8 energy	2.75 lb	Brutal 1, dexterity 13, hidden, luminous, versatile (1d10)
Sickle-saber	700 cr	1d6 energy	1.00 lb	Dexterity 11, dire 1, hidden, light, luminous
Martial Lightweapons				
Bite-saber	1,800 cr	1d6 energy	2.50 lb	Biting 13, hidden, luminous, versatile (2d4)
Blight-saber	1,800 cr	1d6 energy	2.50 lb	Corruption 13, hidden, luminous, versatile (2d4)
Bright-saber	1,800 cr	1d6 energy	2.50 lb	Bright 13, hidden, luminous, versatile (2d4)
Broad-saber	1,000 cr	2d4 energy	2.75 lb	Dexterity 13, dire 1, luminous, versatile (1d8)
Buster-saber	2,900 cr	1d12 energy	7.25 lb	Brutal 1, dexterity 19, heavy, keen 1, luminous, reach, two-handed
Crossguard saber	725 cr	1d8 energy	3.25 lb	Defensive 1, dexterity 13, heavy, luminous, versatile (1d10)
Dual-phase saber	1,250 cr	2d4 energy	3.00 lb	Dexterity 13, hidden, luminous, versatile (1d12), vicious 1
Guard shoto	375 cr	1d4 energy	1.25 lb	Defensive 1, finesse, hidden, light luminous
Light-glaive	2,050 cr	1d10 energy	5.75 lb	Brutal 1, dexterity 13, luminous, reach, two-handed
Light-katana	925 cr	1d8 energy	2.75 lb	Dexterity 11, hidden, luminous, piercing 1, versatile (1d10)
Light-nodachi	3,050 cr	3d4 energy	4.50 lb	Dexterity 17, luminous, piercing 1, two-handed, vicious 1
Sith Saber	925 cr	2d4 energy	2.75 lb	Dexterity 11, hidden, keen 1, versatile (1d10)
Warsaber	2,175 cr	2d6 energy	4.25 lb	Dexterity 15, reckless 1, two-handed, vicious 1

VIBROWEAPONS

Name	Cost	Damage	Weight	Properties
Simple Vibroweapons				
Diresword	300 cr	1d6 kinetic	3.75 lb	Dexterity 11, dire 1, heavy
Nerve-baton	375 cr	1d4 kinetic	2.00 lb	Disruptive, neuralizing 13
Vibro-sabre	300 cr	1d6 kinetic	1.75 lb	Dexterity 11, keen 1, light
Martial Vibroweapons				
Dire Vibroblade	550 cr	1d8 kinetic	7.00 lb	Dexterity 13, dire 1, versatile (1d10)
Echostaff	600 cr	1d6 kinetic	5.00 lb	Double (1d6 kinetic), finesse, sonorous 13
Electro-baton	275 cr	1d4 kinetic	1.00 lb	Finesse, light, shocking 13
Electro-hammer	950 cr	1d10 kinetic	8.75 lb	Dexterity 11, Heavy, shocking 13, two-handed
Electro-staff	600 cr	1d6 kinetic	5.00 lb	Double (1d6 kinetic), finesse, shocking 13
Vibro-battleaxe	1,200 cr	1d12 kinetic	10.00 lb	Brutal 1, dexterity 13, heavy, two-handed
Vibro-buster	1,850 cr	1d12 kinetic	13.25 lb	Brutal 1, dexterity 19, heavy, keen 1, reach, two-handed
Vibro-flail	500 cr	2d4 kinetic	4.75 lb	Dexterity 11, reckless 1
Vibro-glaive	1,200 cr	1d10 kinetic	10.00 lb	Brutal 1, dexterity 13, reach, two-handed
Vibro-hammer	600 cr	2d4 kinetic	7.50 lb	Heavy, two-handed, vicious 1
Vibro-katana	450 cr	1d8 kinetic	5.75 lb	Dexterity 11, piercing 1, versatile (1d10)
Vibro-knife	225 cr	1d4 kinetic	1.00 lb	Finesse, light, piercing 1
Vibro-nodachi	2,200 cr	3d4 kinetic	12.00 lb	Dexterity 17, piercing 1, two-handed, versatile (1d10)
Vibro-shield	325 cr	1d8 kinetic	3.75 lb	Defensive 1, fixed
Vibro-stiletto	250 cr	1d4 kinetic	1.00 lb	Finesse, keen 1, light, thrown (range 30/90)
Vibro-tonfa	225 cr	1d4 kinetic	1.00 lb	Defensive 1, finesse, light
War hat	350 cr	1d6 kinetic	3.25 lb	Defensive 1, disguised, returning, thrown (range 30/90)
Warsword	1,650 cr	2d6 kinetic	10.75 lb	Dexterity 15, reckless 1, two-handed, vicious 1

FOCUSES

For both force- and tech-casting, there exist focuses which are used to channel their respective powers. While focus generators are optional for forcecasters, techcasters are required to have a focus in order to cast their powers. Wristpads are traditionally worn on the wrist and do not require a hand to activate, while focus generators generally take the form of a small scepter or crystal that is traditionally held in the hand.

FOCUS PROFICIENCY

Unlike weapons and armor, no proficiency is required to use focuses. Instead, you need the ability to forcecast for focus generators and the ability to techcast for wristpads.

VARIANT: ALTERNATIVE FOCUSES

While traditionally there are only two types of focuses —focus generators and wristpads—certain class features and enhanced items unlock the ability to use an alternative item type. If a character wants to use something else as their focus, such as a lightsaber or a heavy shield, consider allowing them to do so. Later in this chapter, you'll find rules to add casting properties to unenhanced focuses. As GM, you can consider extending these rules to weapons and armor, or even tools for your engineer, as you deem appropriate.

Additionally, there are a significant number of focus generator and wristpad modifications that grant these properties. If a player wants to use an alternative focus, consider allowing them to use focus generator and wristpad modifications to in place of the normal modifications for the item they're using as a focus. If they do so, the DC to install or remove a modification, as shown on page ___, is increased by 5. You should also consider allowing engineers to install these mods in their archetype focus, even if there is no existing chassis for that item.

CASTING PROPERTIES

Some focuses have special properties related to their use, as shown in the Data Recording and Storage subsection of the Adventuring Gear section.

ABSORBING

While using this item as your focus, when you take damage from any source, you can reduce that damage by an amount up to the absorptive number, provided you have a number of force or tech points equal to half the damage absorbed. When you do so, you lose half the damage taken in force or tech points.

ACCESSING

While using this item as your focus, you gain access to a number of new powers (chosen by the GM) of a combined total no greater than the access number. The powers count as known by you, and you can't unlearn the powers.

AMPLIFYING

While using this item as your focus, your critical hit range with melee force or tech attacks increases by an amount equal to the amplifying number.

BOLSTERING

Prerequisite: *Focus generator property*

While using this item as your focus, your maximum force points increase by the bolstering number.

CONSTITUTION

While using an item with this property as your focus, you gain no benefit from any additional properties the item has unless your Constitution score meets or exceeds the constitution number.

DISPELLING

While using this item as your focus, your level of proficiency in force- or tech-casting ability checks increases by a number of steps equal to the dispelling number (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

ELONGATING
While using this item as your focus, when you cast a power that affects a cylinder, the height of the cylinder increases by an amount equal to the elongating number, and the radius of the cylinder increases by an amount equal to half the elongating number.

ENLARGING
While using this item as your focus, when you cast a power that affects a cube, the length of each side of the cube increases by an amount equal to the enlarging number.

EXPANDING
While using this item as your focus, when you cast a power that affects a cone, the length of that cone increases by an amount equal to the expanding number.

EXTENDING
While using this item as your focus, when you cast a power that affects a line, the length of the line increases by an amount equal to the extending number, and the width of the line increases by an amount equal to half the extending number.

FADING
While using this item as your focus, the critical fail range of force or tech powers that require a Strength or Constitution saving throw increases by an amount equal to the fading number.

FOCUSED
While using this item as your focus, you can't have disadvantage on Constitution saving throws to maintain concentration.

INCREASING
While using this item as your focus, when you cast a power that has a range of 5 feet or greater, the range of that power increases by an amount equal to the increasing number.

ADDING CASTING PROPERTIES TO FOCUSES
Each of these properties can be used to create a new unenhanced focus generator wristpad. When generating new focuses for player character use, each positive property should be offset by a level of Constitution, and each property should increase the of the focus by 1,000 cr. This cost scales by the number of properties and it is in addition to the base cost of the time. For instance, a wristpad with one positive property and the Constitution 11 property would cost 1,600 cr (1,000 cr for the positive property + 600 for the base cost of the wristpad). A wristpad with two positive properties and the Constitution 13 property, however, would cost 3,600 cr (1,000 cr for the first property, 2,000 cr for the second property, and 600 for the base cost of the wristpad). GMs can generate new focuses in this way, similar to how the Weapon Calculator can be used to generate new weapons at the discretion of the GM. Unenhanced focuses can't exceed 1 level in a single property.

INFLATING
While using this item as your focus, when you cast a power that affects a sphere, the radius of the sphere increases by an amount equal to the inflating number.

MITIGATING
While using this item as your focus, using the Ready action to cast a force or tech power no longer requires concentration. You can only have one instance of this feature active at a time. Additionally, if the power would not be released, and the power was 1st level or higher, the cost of the power is reduced by a number of points equal to the mitigating number, to a minimum of 1.

RANGING
While using this item as your focus, your critical hit range with ranged force or tech attacks increases by an amount equal to the ranging number.

RENDING
While using this item as your focus, the critical fail range of force or tech powers that require a Dexterity or Intelligence saving throw increases by an amount equal to the rending number.

REPELLING
While using this item as your focus, your powers are no longer automatically dispelled or interrupted. Instead, the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + half your proficiency bonus + your casting modifier for that power, whichever is greater.

STORING
While using this item as your focus, you can store 1st-level or higher powers of a combined total no greater than the storing number within the focus for later use. You can cast a power into this item while touching it. The power has no effect other than to be stored in the item. If the item can't hold the power, the power is expended without effect. You can cast any power stored in it at its base level, causing the power to no longer be stored, freeing up the space.

SURGING
Prerequisite: *Wristpad property*
While using this item as your focus, your maximum tech points increase by the surging number.

WITHERING
While using this item as your focus, the critical fail range of force or tech powers that require a Wisdom or Charisma saving throw increases by an amount equal to the withering number.

VARIANT: FOCUS PROPERTIES AND FEATURES
Many of these properties could affect class features. Consider extending those properties to benefit those features, as appropriate.

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

AMMUNITION

Item	Cost	Weight
Ammunition		
Corrosive cartridge	42 cr	—
Cryo cell	350 cr	1.00 lb
Deafening calibrator	550 cr	1.00 lb
Deafening cell	425 cr	1.00 lb
Deafening collimator	575 cr	1.00 lb
Deafening dart	70 cr	—
Electrifying calibrator	700 cr	1.00 lb
Electrifying cartridge	28 cr	—
Electrifying collimator	725 cr	1.00 lb

CORROSIVE CARTRIDGE

A corrosive cartridge is a specialized slug cartridge for use with blaster weapons that deal kinetic damage. When you hit with a shot with the loaded weapon, the creature must make a DC 14 Constitution saving throw, taking 1d8 acid damage on a failed save or half as much on a successful one. If you reduce a creature to 0 hit points with the loaded weapon, it must make a DC 13 Constitution saving throw. On a failed save, it dies immediately without making death saving throws. A disintegrated creature and everything unenhanced it is wearing or carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.

CRYO CELL

A cryo cell is a specialized power cell for use with blaster weapons that deal acid, energy, fire, ion, or sonic damage. The loaded weapon deals cold damage instead of its normal damage type, and when you hit with a shot the creature must make a DC 14 Constitution saving throw. On a failed save, the creature takes 1d4 cold damage and gains 1 slowed level until the end of its next turn. On a successful save, a creature takes half damage and isn't slowed. If this damage reduces a creature to 0 hit points, that creature is frozen in carbonite for 1 hour.

DEAFENING CALIBRATOR

As an action, you can apply this calibrator to one vibroweapon or pair of handwraps within 5 feet, granting it a +1 bonus to damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, for the duration, the weapon gains the sonorous 13 property. If it already has the sonorous property, its sonorous number increases by 1, to a maximum of 18.

DEAFENING CELL

A deafening cell is a specialized power cell for use with blaster weapons that deal acid, energy, fire, ion, or sonic damage. The loaded weapon deals sonic damage instead of its normal damage type, and when you hit with a shot the creature must make a DC 14 Constitution saving throw. On a failed save, the creature takes 1d6 sonic damage and is deafened until the start of your next turn. On a successful save, a creature takes half damage and isn't deafened.

DEAFENING COLLIMATOR

As an action, you can apply this collimator to one lightweapon within 5 feet, granting it a +1 bonus to damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, for the duration, the weapon gains the sonorous 13 property. If it already has the sonorous property, its sonorous number increases by 1, to a maximum of 18.

DEAFENING DART

This wrist launcher ammunition deals 1d6 kinetic damage on a hit. Also on a hit, the creature must make a DC 14 Constitution saving throw, taking 1d4 sonic damage on a failed save.

Additionally, on a failed save, a creature is deafened for 1 minute. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

ELECTRIFYING CALIBRATOR

As an action, you can apply this calibrator to one vibroweapon or pair of handwraps within 5 feet, granting it a +1 bonus to damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, for the duration, the weapon gains the shocking 13 property. If it already has the shocking property, its shocking number increases by 1, to a maximum of 18.

ELECTRIFYING CARTRIDGE

An electrifying cartridge is a specialized slug cartridge for use with blaster weapons that deal kinetic damage. When you hit with a shot with the loaded weapon, the creature must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 1d4 lightning damage and becomes shocked until the end of its next turn. On a successful save, a creature takes half damage and isn't shocked.

ELECTRIFYING COLLIMATOR

As an action, you can apply this collimator to one lightweapon within 5 feet, granting it a +1 bonus to damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, for the duration, the weapon gains the shocking 13 property. If it already has the shocking property, its shocking number increases by 1, to a maximum of 18.

AMMUNITION

ELECTRIFYING DART

This wrist launcher ammunition deals 1d6 kinetic damage on a hit. Also on a hit, the creature must make a DC 14 Dexterity saving throw, taking 1d4 lightning damage on a failed save.

Additionally, on a failed save, a creature is shocked for 1 minute. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

GAS CARTRIDGE

A gas cartridge is a specialized slug cartridge for use with blaster weapons that deal kinetic damage. When you hit with a shot with the loaded weapon, the creature must make a DC 14 Constitution saving throw. On a failed save, the creature takes 1d6 poison damage and is poisoned until the start of its next turn. On a successful save, a creature takes half damage and isn't poisoned.

FLECHETTE CLIP, FRAGMENTATION

When triggered, this wrist launcher ammunition fires a volley of kinetic flechette rounds in a short line 15 feet long and 5 feet wide or a long line 45 feet long and 5 feet wide. A single flechette clip holds enough ammunition for three attacks in a short line or one attack in a long line. Each creature must make a DC 14 Dexterity saving throw. A creature takes 1d10 kinetic damage on a failed save, or half as much as on a successful one. If you lack proficiency in the wrist launcher, you have disadvantage on damage rolls with it

FLECHETTE CLIP, ION

When triggered, this wrist launcher ammunition fires a volley of ion flechette rounds in a short line 15 feet long and 5 feet wide or a long line 45 feet long and 5 feet wide. A single flechette clip holds enough ammunition for three attacks in a short line or one attack in a long line. Each creature must make a DC 14 Dexterity saving throw. A creature takes 1d6 ion damage on a failed save, or half as much as on a successful one. Any electronics within the blast radius that aren't being worn or carried are disabled until rebooted. If you lack proficiency in the wrist launcher, you have disadvantage on damage rolls with it

FLECHETTE CLIP, PLASMA

When triggered, this wrist launcher ammunition fires a volley of energy flechette rounds in a short line 15 feet long and 5 feet wide or a long line 45 feet long and 5 feet wide. A single flechette clip holds enough ammunition for three attacks in a short line or one attack in a long line. Each creature must make a DC 14 Dexterity saving throw. A creature takes 1d10 energy damage on a failed save, or half as much as on a successful one. If you lack proficiency in the wrist launcher, you have disadvantage on damage rolls with it

Item	Cost	Weight
Ammunition		
Electrifying dart	85 cr	—
Gas cartridge	36 cr	—
Flechette clip, fragmentation	250 cr	2.00 lb
Flechette clip, ion	300 cr	2.00 lb
Flechette clip, plasma	275 cr	2.00 lb
Flechette mag, fragmentation	550 cr	4.00 lb
Flechette mag, ion	600 cr	4.00 lb
Flechette mag, plasma	575 cr	4.00 lb
Flux collimator	180 cr	1.00 lb

FLECHETTE MAG, FRAGMENTATION

When triggered, this flechette cannon ammunition fires a volley of kinetic flechette rounds in a short line 15 feet long and 5 feet wide or a long line 45 feet long and 5 feet wide. A single flechette mag holds enough ammunition for three attacks in a short line or one attack in a long line. Each creature must make a DC 14 Dexterity saving throw. A creature takes 2d10 kinetic damage on a failed save, or half as much as on a successful one.

FLECHETTE MAG, ION

When triggered, this flechette cannon ammunition fires a volley of ion flechette rounds in a short line 15 feet long and 5 feet wide or a long line 45 feet long and 5 feet wide. A single flechette mag holds enough ammunition for three attacks in a short line or one attack in a long line. Each creature must make a DC 14 Dexterity saving throw. A creature takes 2d6 ion damage on a failed save, or half as much as on a successful one. Any electronics within the blast radius that aren't being worn or carried are disabled until rebooted.

FLECHETTE MAG, PLASMA

When triggered, this flechette cannon ammunition fires a volley of energy flechette rounds in a short line 15 feet long and 5 feet wide or a long line 45 feet long and 5 feet wide. A single flechette mag holds enough ammunition for three attacks in a short line or one attack in a long line. Each creature must make a DC 14 Dexterity saving throw. A creature takes 2d10 energy damage on a failed save, or half as much as on a successful one.

FLUX COLLIMATOR

As an action, you can apply this collimator to one lightweapon within 5 feet, granting it a +1 bonus to damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon.

AMMUNITION

INCENDIARY CELL

An incendiary cell is a specialized power cell for use with blaster weapons that deal acid, energy, fire, ion, or sonic damage. The loaded weapon deals fire damage instead of its normal damage type, and when you hit with a shot it sets the ground beneath it in a 5-foot square ablaze for 1 minute. When a creature enters the fire or starts its turn there it must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 1d8 fire damage or half as much on a successful one. A construct makes this save with disadvantage.

MISSILE, INCENDIARY

This wrist launcher ammunition deals 1d6 kinetic damage on a hit. Additionally, hit or miss, the missile then explodes, setting the ground beneath it in a 15 foot radius ablaze for 1 minute. When a creature enters the fire or starts its turn there it must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 1d8 fire damage or half as much on a successful one. A construct makes this save with disadvantage.

MISSILE, ION

This wrist launcher ammunition deals 1d6 kinetic damage on a hit. Additionally, hit or miss, the missile then explodes. The target and each creature within 5 feet must make a DC 14 Dexterity saving throw, taking 1d6 ion damage on a failed save or half as much on a successful one. Any electronics within the blast radius that aren't being worn or carried are disabled until rebooted.

OSCILLATION CALIBRATOR

As an action, you can apply this calibrator to one vibroweapon or pair of handwraps within 5 feet, granting it a +1 bonus to damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon.

PANIC CALIBRATOR

As an action, you can apply this calibrator to one vibroweapon or pair of handwraps within 5 feet, granting it a +1 bonus to damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, for the duration, the weapon gains the neuralizing 13 property. If it already has the neuralizing property, its neuralizing number increases by 1, to a maximum of 18.

PANIC COLLIMATOR

As an action, you can apply this collimator to one lightweapon within 5 feet, granting it a +1 bonus to damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, for the duration, the weapon gains the neuralizing 13 property. If it already has the neuralizing property, its neuralizing number increases by 1, to a maximum of 18.

Item	Cost	Weight
Ammunition		
Incendiary cell	275 cr	1.00 lb
Missile, incendiary	160 cr	.50 lb
Missile, ion	140 cr	.50 lb
Oscillation calibrator	170 cr	1.00 lb
Panic calibrator	850 cr	1.00 lb
Panic collimator	875 cr	1.00 lb
Panic dart	100 cr	—
Power generator	1,250 cr	5.00 lb
Projector canister, corrosive	300 cr	2.00 lb

PANIC DART

This wrist launcher ammunition deals 1d6 kinetic damage on a hit. Also on a hit, the creature must make a DC 14 Wisdom saving throw, taking 1d4 psychic damage on a failed save.

Additionally, on a failed save, a creature becomes frightened of you for 1 minute. At the start of an affected creature's turn, it can repeat this save, ending the effect on a success.

POWER GENERATOR

Power generators energize the rotary cannon.

PROJECTOR CANISTER, CORROSIVE

When triggered, this wrist launcher ammunition produces a spray of acid in a line 15 feet long and 5 feet wide or a 15-foot cone. A single fuel canister holds enough fuel for three attacks in a line or a single attack in a cone. Each creature must make a DC 14 Constitution saving throw. On a failed save, a creature takes 1d6 acid damage, and the first attack it makes before the end of its next turn has disadvantage. On a successful save, a creature takes half damage and isn't disadvantaged. If this damage reduces a creature to 0 hit points, it must make a DC 13 Constitution saving throw. On a failed save, it dies immediately without making death saving throws. A disintegrated creature and everything it is wearing and carrying are reduced to a pile of fine gray dust. If you lack proficiency in the wrist launcher, you have disadvantage on damage rolls with it

AMMUNITION

PROJECTOR TANK, CORROSIVE

When triggered, this vapor projector ammunition produces a spray of acid in a line 15 feet long and 5 feet wide or a 15-foot cone. A single fuel tank holds enough fuel for three attacks in a line or a single attack in a cone. Each creature must make a DC 14 Constitution saving throw. On a failed save, a creature takes 2d6 acid damage, and the first attack it makes before the end of its next turn has disadvantage. On a successful save, a creature takes half damage and isn't disadvantaged. If this damage reduces a creature to 0 hit points, it must make a DC 13 Constitution saving throw. On a failed save, it dies immediately without making death saving throws. A disintegrated creature and everything it is wearing and carrying are reduced to a pile of fine gray dust.

PROJECTOR TANK, CRYO

When triggered, this vapor projector ammunition produces a beam of carbonite energy in a line 15 feet long and 5 feet wide or a 15-foot cone. A single fuel tank holds enough fuel for three attacks in a line or a single attack in a cone. Each creature must make a DC 14 Constitution saving throw. On a failed save, a creature takes 2d4 cold damage and gains 1 slowed level until the end of your next turn. On a successful save, a creature takes half damage and isn't slowed. If this damage reduces a creature to 0 hit points, that creature is frozen in carbonite for 1 hour.

PROJECTOR TANK, INCENDIARY

When triggered, this vapor projector ammunition produces a burst of flame in a line 15 feet long and 5 feet wide or a 15-foot cone. A single fuel tank holds enough fuel for three attacks in a line or a single attack in a cone. Each creature must make a DC 14 Dexterity saving throw, taking 2d8 fire damage or half as much on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

ROCKET, FRAGMENTATION

This rocket launcher ammunition deals 2d6 kinetic damage on a hit. Additionally, hit or miss, the rocket then explodes. The target and each creature within 15 feet must make a DC 14 Dexterity saving throw, taking 2d10 kinetic damage on a failed save or half as much on a successful one.

ROCKET, INCENDIARY

This rocket launcher ammunition deals 2d6 kinetic damage on a hit. Additionally, hit or miss, the rocket then explodes, setting the ground beneath it in a 15 foot radius ablaze for 1 minute. When a creature enters the fire or starts its turn there it must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 2d8 fire damage or half as much on a successful one. A construct makes this save with disadvantage.

Item	Cost	Weight
Ammunition		
Projector tank, corrosive	625 cr	3.00 lb
Projector tank, cryo	675 cr	3.00 lb
Projector tank, incendiary	650 cr	3.00 lb
Rocket, fragmentation	350 cr	2.00 lb
Rocket, incendiary	535 cr	2.00 lb
Rocket, ion	475 cr	2.00 lb
Snare	300 cr	2.00 lb
Clothing		
Clothes, clandestine	300 cr	7.00 lb
Sunshades	20 cr	—

ROCKET, ION

This rocket launcher ammunition deals 2d6 kinetic damage on a hit. Additionally, hit or miss, the rocket then explodes. The target and each creature within 15 feet must make a DC 14 Dexterity saving throw, taking 2d6 ion damage on a failed save or half as much on a successful one. Any electronics within the blast radius that aren't being worn or carried are disabled until rebooted.

SNARE

When hit by this wrist launcher ammunition, a Medium or smaller creature is restrained until it is freed. A snare has no effect on formless or Large or larger creatures. A creature can use its action to make a DC 13 Strength or Dexterity check (the target chooses the ability to use), freeing itself or another creature within its reach on a success. The snare has an AC of 10, 5 hit points, and immunity to all damage not dealt by melee weapons. Destroying the snare frees the creature without harming it and immediately ends the snare's effects.

CLOTHING

CLOTHES, CLANDESTINE

These clothes come with two hidden pockets, each of which can store up to 1.00 lb. Finding these hidden pockets requires a DC 15 Investigation check.

SUNSHADES

These shades are worn over the eyes. While worn, you can no longer have disadvantage due to direct sunlight on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. However, while worn, you have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in dim light.

COMMUNICATIONS

PERSONAL TRANSLATOR

A personal translator is a hand held device that can translate verbal communications between up to five languages. The languages can be changed out while interfaced with a protocol droid or appropriate computer.

VOCODER MASK

A vocoder mask is worn over the nose and mouth of a creature, and can translate verbal communications between up to 15 languages. The languages can be changed out while interfaced with a protocol droid or appropriate computer.

DATA RECORDING AND STORAGE

CREDIT CHIP

The credit chip is a small, flat card that features a security code and algorithm memory stripes. The chip can be preloaded with a specified number of credits, or it can draw directly from a specific account held by the user. The credit chip can be accessed with a pin, or by a DC 15 slicer's kit check.

FOCUS GENERATOR

A focus generator is a handheld object used to help forcecasters learn to focus on their powers.

REPELLING WRISTPAD

This wristpad has the repelling and constitution 11 properties.

STORING, WITHERING FOCUS GENERATOR

This focus generator has the storing 1, withering 1, and constitution 13 properties.

EXPLOSIVES

GRENADE, CORROSIVE

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 14 Constitution saving throw. A creature takes 2d8 acid damage on a failed save, or half as much as on a successful one. If this damage reduces a creature to 0 hit points, it must make a DC 13 Constitution saving throw. On a failed save, it dies immediately without making death saving throws. A disintegrated creature and everything unenhanced it is wearing or carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.

GRENADE, CRYO

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 14 Constitution saving throw. A creature takes 2d6 cold damage on a failed save, or half as much as on a successful one. Additionally, on a failed save, a creature gains 1 slowed level for 1 minute. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

Item	Cost	Weight
Communications		
Personal translator	150 cr	.50 lb
Vocoder mask	450 cr	.50 lb
Data Recording and Storage		
Credit chip	100 cr	—
Focus generator	200 cr	1.00 lb
Repelling wristpad	1,600 cr	2.00 lb
Storing, withering focus generator	3,200 cr	1.00 lb
Explosives		
Grenade, corrosive	200 cr	1.00 lb
Grenade, cryo	325 cr	1.00 lb
Grenade, deafening	225 cr	1.00 lb
Grenade, electrifying	300 cr	1.00 lb
Grenade, flash	350 cr	1.00 lb

GRENADE, DEAFENING

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 14 Constitution saving throw. A creature takes 2d6 sonic damage on a failed save, or half as much as on a successful one.

Additionally, on a failed save, a creature is deafened for 1 minute. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

GRENADE, ELECTRIFYING

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 14 Dexterity saving throw. A creature takes 2d6 lightning damage on a failed save, or half as much as on a successful one.

Additionally, on a failed save, a creature is shocked for 1 minute. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

GRENADE, FLASH

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 14 Constitution saving throw. On a failed save, a creature is blinded for 1 minute. At the start of an affected creature's turn, it can repeat this save, ending the effect on a success.

EXPLOSIVES

GRENADE, INCENDIARY

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. The grenade explodes, setting the ground in a 10-foot radius ablaze for 1 minute. The fire ignites any flammable objects in the area that aren't being worn or carried.

When a creature enters the fire or starts its turn there, it creature must make a DC 14 Dexterity saving throw. The creature takes 2d8 fire damage on a failed save, or half as much damage on a successful one.

GRENADE, PANIC

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 14 Wisdom saving throw. A creature takes 2d6 psychic damage on a failed save, or half as much as on a successful one.

Additionally, on a failed save, a creature becomes frightened of you for 1 minute. At the start of an affected creature's turn, it can repeat this save, ending the effect on a success.

GRENADE, STUN

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 14 Constitution saving throw. On a failed save, a creature is stunned until the end of their next turn.

Additionally, on a failed save, a creature is unconscious for 1 minute, until it takes damage, or until someone uses an action to shake or slap the creature awake. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

MINE, CORROSIVE

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which arms at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 14 Constitution saving throw. A creature takes 2d8 acid damage on a failed save, or half as much as on a successful one. If this damage reduces a creature to 0 hit points, it must make a DC 13 Constitution saving throw. On a failed save, it dies immediately without making death saving throws. A disintegrated creature and everything unenhanced it is wearing or carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.

Item	Cost	Weight
Explosives		
Grenade, incendiary	275 cr	1.00 lb
Grenade, panic	375 cr	1.00 lb
Grenade, stun	250 cr	1.00 lb
Mine, corrosive	425 cr	2.00 lb
Mine, cryo	625 cr	2.00 lb
Mine, deafening	450 cr	2.00 lb
Mine, electrifying	550 cr	2.00 lb

MINE, CRYO

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which arms at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 14 Constitution saving throw. A creature takes 2d6 cold damage on a failed save, or half as much as on a successful one.

Additionally, on a failed save, a creature gains 1 slowed level for 1 minute. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

MINE, DEAFENING

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which arms at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 14 Constitution saving throw. A creature takes 2d6 sonic damage on a failed save, or half as much as on a successful one.

Additionally, on a failed save, a creature is deafened for 1 minute. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

MINE, ELECTRIFYING

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which arms at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 14 Dexterity saving throw. A creature takes 2d6 lightning damage on a failed save, or half as much as on a successful one.

Additionally, on a failed save, a creature is shocked for 1 minute. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

EXPLOSIVES

MINE, FLASH

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which arms at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 14 Constitution saving throw. On a failed save, a creature is blinded for 1 minute. At the start of an affected creature's turn, it can repeat this save, ending the effect on a success.

MINE, ION

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which arms at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 14 Dexterity saving throw. A creature takes 2d6 ion damage on a failed save, or half as much as on a successful one. Any electronics within the blast radius that aren't being worn or carried are disabled until rebooted.

MINE, PANIC

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which arms at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 14 Wisdom saving throw. A creature takes 2d6 psychic damage on a failed save, or half as much as on a successful one.

Additionally, on a failed save, a creature becomes frightened of you for 1 minute. At the start of an affected creature's turn, it can repeat this save, ending the effect on a success.

MINE, PLASMA

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which arms at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 14 Dexterity saving throw. A creature takes 2d10 energy damage on a failed save, or half as much as on a successful one.

MINE, STUN

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which arms at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 14 Constitution saving throw. On a failed save, a creature is stunned until the end of their next turn.

Additionally, on a failed save, a creature is unconscious for 1 minute, until it takes damage, or until someone uses an action to shake or slap the creature awake. At the end of an affected creature's turn, it can repeat this save, ending the effect on a success.

Item	Cost	Weight
Explosives		
Mine, flash	600 cr	2.00 lb
Mine, ion	525 cr	2.00 lb
Mine, panic	700 cr	2.00 lb
Mine, plasma	250 cr	2.00 lb
Mine, stun	475 cr	2.00 lb
Life Support		
Underwater respirator	300 cr	.50 lb
Water suit	1,500 cr	20.00 lb
Medical		
Arm prosthesis	450 cr	16.00 lb
Ear prosthesis	100 cr	.50 lb
Eye prosthesis	250 cr	.50 lb
Facial prosthesis	300 cr	2.00 lb
Foot prosthesis	150 cr	4.00 lb
Forearm prosthesis	300 cr	8.00 lb
Hand prosthesis	225 cr	3.00 lb
Leg prosthesis	450 cr	24.00 lb
Throat prosthesis	325 cr	2.00 lb
Torso prosthesis	600 cr	36.00 lb

LIFE SUPPORT

UNDERWATER RESPIRATOR

Underwater respirators are worn over the mouth and lower face. While worn, you can breath underwater, as the respirator filters the water to create breathable oxygen. The respirator functions for 1 hour per power cell (to a maximum of 2 hours) and can be recharged by a power source or replacing the power cells.

WATER SUIT

Water suits are sealed suits that prevent water from getting in or out. Additionally, while wearing a water suit, you can breath underwater, as the suit filters the water to create breathable oxygen.

MEDICAL

PROSTHETICS

These cybernetic augmentations don't count against the maximum cybernetic augmentations you can support, but they do count towards your total cybernetics augmentations as shown in the Cybernetic Augmentations Side Effects table. Rules for installing augmentations can be found in chapter 7.

Arm Prosthesis. This cybernetic augmentation replaces a single arm, forearm, and hand.

Ear Prosthesis. This cybernetic augmentation replaces an ear.

Eye Prosthesis. This cybernetic augmentation replaces an eye.

Facial Prosthesis. This cybernetic augmentation replaces all or part of a damaged face.

Foot Prosthesis. This cybernetic augmentation replaces a foot.

Forearm Prosthesis. This cybernetic augmentation replaces a forearm and hand.

Hand Prosthesis. This cybernetic augmentation replaces a hand.

Leg Prosthesis. This cybernetic augmentation replaces a leg and a foot.

Throat Prosthesis. This cybernetic augmentation replaces a throat, including a creature's voice, though it does not grant a creature the ability to speak beyond their species' capabilities.

Torso Prosthesis. This cybernetic augmentation replaces all or part of a damage torso.

STORAGE

CAMTONO

A camtono is a secured, handle container used for transporting valuable goods. A camtono comes with one key. Without the key, unlocking the camtono requires a DC 15 security kit to force open. It stores 5 lb., not exceeding 1/4 cubic foot, has an AC of 10, and 15 hit points. Destroying the camtono risks damaging any goods stored inside.

SMUGGLEPACK

This backpack comes with a main compartment that stores 15.00 lb., not exceeding 1/2 cubic foot. Additionally, it has a hidden storage compartment that stores 5 lb., not exceeding 1/4 cubic foot. Finding the hidden compartment requires a DC 15 Investigation check.

UTILITIES

COMPUTER SPIKE

When you make an Intelligence (slicer's kit) check, you can use the spike (no action required) to reroll the check. You must use the new roll. You can wait until after you roll the d20 before deciding to use the spike, but you must decide before the GM says whether the check succeeds or fails.

SECURITY SPIKE

When you make an Intelligence (security kit) check, you can use the spike (no action required) to reroll the check. You must use the new roll. You can wait until after you roll the d20 before deciding to use the spike, but you must decide before the GM says whether the check succeeds or fails.

WEAPON AND ARMOR ACCESSORIES

AMMO-FEED BELT

This belt has slots to hold 60 slug cartridges, and can be connected to directly fuel a single blaster weapon that uses slug cartridges. Once per turn, if the powered weapon would be reloaded, it can be done without using an action using any ammunition in the belt. Connecting or disconnecting a weapon takes an action. Replacing 10 slug cartridges takes an action.

Item	Cost	Weight
Storage		
Camtono	750 cr	3.00 lb
Smugglepack	400 cr	6.00 lb
Utilities		
Computer spike	145 cr	.50 lb
Security spike	150 cr	.50 lb
Weapon and Armor Accessories		
Ammo-feed belt	450 cr	1.00 lb
Holster	75 cr	2.00 lb
Power belt	400 cr	1.00 lb
Rocketpack	10,000 cr	35.00 lb

HOLSTER

A holster can be worn on the leg, hip, or back, and can be used to store a single weapon. You can draw a weapon stored in a holster without using an action. Once you've done so, you can't do so again until you store a weapon in the holster as an action.

POWER BELT

This belt has slots to hold six power cells, and can be connected to directly power a single blaster weapon that uses power cells. Once per turn, if the powered weapon would be reloaded, it can be done without using an action using any ammunition in the belt. Connecting or disconnecting a weapon takes an action. Replacing an expended power cell takes an action.

ROCKETPACK

Rocketpacks combine the aerial transportation of a jetpack with the firepower of a rocket launcher. Activating or deactivating the rocketpack's flight capabilities requires a bonus action and, while active, you have a flying speed of 25 feet. The jetpack last for 1 minute per power cell (to a maximum of 5 minutes) and can be recharged by a power source or replacing the power cells.

Additionally, your rocketpack comes with an integrated rocket launcher with the Ammunition (range 100/400) and reload 1 properties. Rather than traditional power cells, this rocket launcher fires specialized projectiles in the form of rockets. Whenever you would make a ranged weapon attack, you can instead fire this rocket launcher. When firing a rocket at long range, creatures within the radius of the rocket's explosion have advantage on the saving throw. Reloading this rocket launcher takes 1 minute.

ADVENTURING GEAR

Item	Cost	Weight
Ammunition		
Corrosive cartridge	42 cr	—
Cryo cell	350 cr	1.00 lb
Deafening calibrator	550 cr	1.00 lb
Deafening cell	425 cr	1.00 lb
Deafening collimator	575 cr	1.00 lb
Deafening dart	70 cr	—
Electrifying calibrator	700 cr	1.00 lb
Electrifying cartridge	28 cr	—
Electrifying collimator	725 cr	1.00 lb
Electrifying dart	85 cr	—
Gas cartridge	36 cr	—
Flechette clip, fragmentation	250 cr	2.00 lb
Flechette clip, ion	300 cr	2.00 lb
Flechette clip, plasma	275 cr	2.00 lb
Flechette mag, fragmentation	550 cr	4.00 lb
Flechette mag, ion	600 cr	4.00 lb
Flechette mag, plasma	575 cr	4.00 lb
Flux collimator	180 cr	1.00 lb
Incendiary cell	275 cr	1.00 lb
Missile, incendiary	160 cr	.50 lb
Missile, ion	140 cr	.50 lb
Oscillation calibrator	170 cr	1.00 lb
Panic calibrator	850 cr	1.00 lb
Panic collimator	875 cr	1.00 lb
Panic dart	100 cr	—
Power generator	1,250 cr	5.00 lb
Projector canister, corrosive	300 cr	2.00 lb
Projector tank, corrosive	625 cr	3.00 lb
Projector tank, cryo	675 cr	3.00 lb
Projector tank, incendiary	650 cr	3.00 lb
Rocket, fragmentation	350 cr	2.00 lb
Rocket, incendiary	535 cr	2.00 lb
Rocket, ion	475 cr	2.00 lb
Snare	300 cr	2.00 lb
Clothing		
Clothes, clandestine	300 cr	7.00 lb
Sunshades	20 cr	—
Communications		
Personal translator	150 cr	.50 lb
Vocoder mask	450 cr	.50 lb
Data Recording and Storage		
Credit chip	100 cr	—
Focus generator	200 cr	1.00 lb
Repelling wristpad	1,600 cr	2.00 lb

Item	Cost	Weight
Data Recording and Storage		
Storing, withering focus generator	3,200 cr	1.00 lb
Explosives		
Grenade, corrosive	200 cr	1.00 lb
Grenade, cryo	325 cr	1.00 lb
Grenade, deafening	225 cr	1.00 lb
Grenade, electrifying	300 cr	1.00 lb
Grenade, flash	350 cr	1.00 lb
Grenade, incendiary	275 cr	1.00 lb
Grenade, panic	375 cr	1.00 lb
Grenade, stun	250 cr	1.00 lb
Mine, corrosive	425 cr	2.00 lb
Mine, cryo	625 cr	2.00 lb
Mine, deafening	450 cr	2.00 lb
Mine, electrifying	550 cr	2.00 lb
Mine, flash	600 cr	2.00 lb
Mine, ion	525 cr	2.00 lb
Mine, panic	700 cr	2.00 lb
Mine, plasma	250 cr	2.00 lb
Mine, stun	475 cr	2.00 lb
Life Support		
Underwater respirator	300 cr	.50 lb
Water suit	1,500 cr	20.00 lb
Medical		
Arm prosthesis	450 cr	16.00 lb
Ear prosthesis	100 cr	.50 lb
Eye prosthesis	250 cr	.50 lb
Facial prosthesis	300 cr	2.00 lb
Foot prosthesis	150 cr	4.00 lb
Forearm prosthesis	300 cr	8.00 lb
Hand prosthesis	225 cr	3.00 lb
Leg prosthesis	450 cr	24.00 lb
Throat prosthesis	325 cr	2.00 lb
Torso prosthesis	600 cr	36.00 lb
Storage		
Camtono	750 cr	3.00 lb
Smugglepack	400 cr	6.00 lb
Utilities		
Computer spike	145 cr	.50 lb
Security spike	150 cr	.50 lb
Weapon and Armor Accessories		
Ammo-feed belt	450 cr	1.00 lb
Holster	75 cr	2.00 lb
Power belt	400 cr	1.00 lb
Rocketpack	10,000 cr	35.00 lb

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, pick a lock, or slice into a computer. Your species, class, background, or feats give you proficiency with certain tools. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. Like skills, proficiency with a tool allows you to add your proficiency bonus to checks you make with it. Unlike skills, you must have your tools present in order to make an ability check with them.

The table shows examples of some of the most common types of tools. Each tool falls under one of four categories: artisan's implements, gaming sets, musical instruments, or specialist's kits. Each tool requires a separate proficiency.

ARTISAN'S IMPLEMENTS

Artisan's implements are predominantly designed for building and crafting things of permanent nature. Each set of implements focuses on a specific craft.

Artist's Implements. Artist's implements encompasses any set of tools designed to create art.

Audiotech's Implements. Audiotech's implements are for crafting and tuning musical instruments.

Constructor's Implements. Constructor's implements are for creating and fortifying structures.

Cybertech's Implements. Cybertech's implements are used for crafting and modifying wristpads.

Geneticist's Implements. Geneticist's implements are for creating and grafting genetic mutations.

Jeweler's Implements. Jeweler's implements are used to appraise gemstones and create jewelry.

Surveyor's Implements. Surveyor's implements are used to create both physical and digital maps.

Synthweaver's Implements. Synthweaver's implements create and modify articles of clothing.

Writer's Implements. Writer's implements contains everything needed to create and publish physical and digital written works.

GAMING SETS

This item encompasses a wide range of game pieces, including dice and/or decks of cards. A few common examples appear on the Tools table, but other kinds of gaming sets exist.

MUSICAL INSTRUMENTS

Several of the most common types of musical instruments are shown on the table as examples. Musical instruments can often be used in place of—or in addition to—a performance.

SPECIALIST'S KITS

Like artisan's implements, specialist's kits are need to pursue a craft or trade. Some specialist's kits are used to craft items that are impermanent, such as grenades, medpacs, or poisons while other tools are used to achieve a specific purpose, such as picking locks or creating a disguise.

Alchemist's Kit. Alchemist's kits contains everything needed to enhance creatures and items with alchemy.

Archaeologist Kit. Archelogist kits contains instruments used to collect gems and relics.

Artillerist's Kit. Artillerist's kits contains all the necessary tools to create, repair, and modify turrets.

Bioanalysis Kit. Bioanalysis kits contains a variety of instruments to harvest and store plants and herbs.

Brewer's Kit. Brewer's kits contains a variety of devices and containers to adequately distill and house liquors and beers.

Munitions Kit. Munitions kits contains the necessary tools to create ammunition for blasters, as well as devices to hone lightweapons and vibroweapons.

Scavenging Kit. Scavenging kits contains the necessary implements to harvest and scavenge ores and metals.

Spicer's Kit. Spicer's kits contains the required tools to create and refine illicit substances.

Tools

Item	Cost	Weight
Artisan's implements		
Artist's implements	100 cr	5.00 lb
Audiotech's implements	550 cr	7.00 lb
Constructor's implements	100 cr	7.00 lb
Geneticist's implements	900 cr	4.00 lb
Jeweler's implements	250 cr	2.00 lb
Surveyor's implements	500 cr	6.00 lb
Synthweaver's implements	250 cr	2.00 lb
Writer's implements	200 cr	3.00 lb
Gaming set		
Chatta-ragul set	450 cr	11.00 lb
Kirgatz set	250 cr	6.00 lb
Musical instrument		
Bandfill	300 cr	2.00 lb
Chindinkalu horn	120 cr	7.00 lb
Fanfar	220 cr	4.00 lb
Fizzz	160 cr	3.00 lb
Kloo horn	330 cr	2.00 lb
Mandoviol	425 cr	1.00 lb
Shawm	20 cr	1.00 lb
Slitherhorn	120 cr	2.00 lb
Traz	300 cr	6.00 lb
Valahorn	340 cr	4.00 lb
Xantha	170 cr	7.00 lb
Specialist's kit		
Alchemist's kit	500 cr	2.00 lb
Archaeologist kit	125 cr	4.00 lb
Artillerist's kit	275 cr	11.00 lb
Bioanalysis kit	50 cr	3.00 lb
Brewer's kit	200 cr	9.00 lb
Munitions kit	425 cr	6.00 lb
Scavenging kit	75 cr	4.00 lb
Spicer's kit	700 cr	4.00 lb

TRADE GOODS

Trade is an essential part of the galactic economy. Many spacers make their living buying and selling goods along hyperspace routes that connect the galaxy's major worlds.

A merchant may be chartered by an individual or a corporation to deliver goods to a certain port, or move goods along a specified route. During times of war, opportunities abound in the shipping of ammunition and medical supplies. Some traders, seeking to earn a quick profit, may resort to smuggling illegal or restricted cargo on behalf of one of the galaxy's many crime syndicates. The Trade Goods table shows the value of commonly exchanged goods.

Trade Goods

Cost	Goods
100 cr	Animal, common
500 cr	Animal, livestock
2,000 cr	Animal, uncommon
100 cr	Art. common
1,000 cr	Art. quality
10,000 cr	Art, precious
400 cr	Bacta, 1 gal
10 cr	Food, common (5 lbs)
20 cr	Food. quality (5 lbs)
50 cr	Food. exotic (5 lbs)
10,000 cr	Gems, exotic (1 carat)
100 cr	Gems, semiprecious (1 carat)
1,000 cr	Gems, precious (1 carat)
10 cr	Holovid
2,500 cr	Metal, common (1 ton)
100 cr	Metal, semi-precious (1 lb)
5,000 cr	Metal, precious (1 lb)
1,500 cr	Ore. common (1 ton)
2,000 cr	Spice, common (1 lb)
5,000 cr	Spice, precious (1 lb)
10,000 cr	Spice, illicit (1 lb)

SUBSTANCES

Substances, most commonly coming in the alcohol and spice varieties, are goods often sought after by the more seedy denizens of the *Star Wars* underworld. Whether legal or not, people search for these wares, whether to consume or profit on.

CONSUMPTION

Consuming substances offers powerful temporary boons in the form of a high, potentially offset by a subsequent low. Additionally, consuming substances regularly risks addiction, which reduces the efficacy of substances until a creature abstains from using them.

HIGHS AND LOWS

Each substance offers a high followed immediately by a potential low. For the duration of the high, a creature might gain a bonus to an ability score, temporary force or tech points, or some other boon. Immediately when the high ends, the character must succeed on a saving throw depending on the substance or suffer a longer-lasting low, which reverses the effects. The high and low varies depending on the substance consumed, and the duration of the high and low vary based on the rarity of the substance consumed, as determined in the item's description.

A creature can only benefit from one substance at a time. If a creature consumes an additional unit of a substance, while currently experiencing a high or a low, they must immediately make a saving throw to resist the effects of addiction before applying the benefits of the consumed substance. Consuming a substance while experiencing a low immediately ends the low, but any time remaining in that low is added to the duration of the low of the additional consumed substance.

ADDICTION

Consuming substances regularly also risks becoming addicted to a substance. When the low of a substance ends, a creature must make a saving throw, determined by what substance they are coming off of, as determined in the substance's description. Addiction is measured in six levels. An effect can give a creature one or more levels of addiction, as specified in the effect's description.

Addiction Level

Level	Effect
1	The duration of lows is doubled.
2	The duration of highs is halved.
3	The duration of lows is quadrupled, instead of doubled.
4	The effect of highs is halved.
5	The effect of lows is maximized.
6	The effect of highs is minimized.

Substances

Item	Cost	Weight
Alcoholic beverages		
Deuterium-pyro	80 cr	.50 lb
Mummergy	65 cr	.50 lb
Novanian grog	70 cr	.50 lb
Raava	95 cr	.50 lb
Spicebrew	90 cr	.50 lb
Tihaar	85 cr	.50 lb
Tsiraki	60 cr	.50 lb
Vayerbok	75 cr	.50 lb
Spices		
Andris	75 cr	.25 lb
Cilona	60 cr	.25 lb
Giggledust	80 cr	.25 lb
Glitterstim	95 cr	.25 lb
Karrak	90 cr	.25 lb
Muon gold	65 cr	.25 lb
Yaladai	70 cr	.25 lb
Yarrock	85 cr	.25 lb

If an already addicted creature suffers another effect that causes addiction, its current level of addiction increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of addiction as well as all lower levels. For example, a creature suffering level 2 addiction has the duration of its lows doubled, and the duration of its highs halved.

An effect that removes addiction reduces its level as specified in the effect's description, with all addiction effects ending if a creature's addiction level is reduced below 1.

If a creature abstains from consuming a substance for 24 hours, they can make a Wisdom saving throw to reduce their addiction level by 1, provided they've completed a long rest during that 24 hours. The DC for the saving throw equals 10 + the creature's addiction level. On a success, their addiction level is reduced by 1. For instance, a creature suffering addiction level 3 can abstain from consuming any substance for 24 hours. If they do so, and they complete a long rest during that 24 hour period, they can make a DC 13 Wisdom saving throw. On a success, their addiction level is reduced to 2.

AVAILABILITY

While alcoholic beverages are legal on most planets, spices are not. Whether or these items are readily available is up to your GM.

ALCOHOLIC BEVERAGES

The alcoholic beverages are presented in alphabetical order.

DEUTERIUM-PYRO

This alcoholic beverage, favored amongst ruffians, features a terrible flavor and strong aftertaste. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 14 Constitution saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 14 Wisdom saving throw to resist addiction.

MUMMERGY

Mummergy is a strong-smelling liquor derived from a plant of the same name. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 14 Constitution saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 14 Wisdom saving throw to resist addiction.

NOVANIAN GROG

This grog features a pungent odor and a strong kick. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that increases their current and maximum tech points by 2d3. At the end of the high, the creature must succeed on a DC 14 Constitution saving throw or experience a low that lasts 10 minutes, their current and maximum tech points are reduced by 2d3. At the end of the low, the creature must make a DC 14 Wisdom saving throw to resist addiction.

RAAVA

Raava is a traditional liquor breed from zsajhira berries. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 14 Constitution saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 14 Wisdom saving throw to resist addiction.

SPICEBREW

Spicebrew, a popular drink across the galaxy, is a tanned alcoholic beverage topped with foam. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that increases their current and maximum force points by 2d3. At the end of the high, the creature must succeed on a DC 14 Constitution saving throw or experience a low that lasts 10 minutes, their current and maximum force points are reduced by 2d3. At the end of the low, the creature must make a DC 14 Wisdom saving throw to resist addiction.

TIHAAR

This colorless spirit, favored by Mandalorians, burns the mouth and throat when consumed. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d3 temporary hit points. At the end of the high, the creature must succeed on a DC 14 Constitution saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d3. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 14 Wisdom saving throw to resist addiction.

TSIRAKI

Tsiraki is a blue-colored alcoholic beverage crafted from fermented salakberries and pickling spices. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 14 Constitution saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 14 Wisdom saving throw to resist addiction.

VAYERBOK

Vayerbok is a thick, green, vegetable-based alcoholic beverage typically served hot. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 14 Constitution saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 14 Wisdom saving throw to resist addiction.

SPICES

The spices are presented in alphabetical order.

ANDRIS

Refined andris crystal, a spice mined most commonly on Sevarcos II, sharpens a creature's mind when smoked. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 14 Wisdom saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 14 Constitution saving throw to resist addiction.

CILONA

Cilona, the active ingredient in deathsticks, is a hallucinogen that causes an ecstatic feeling that improves strength. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 14 Wisdom saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 14 Constitution saving throw to resist addiction.

GIGGLEDUST

This sandy-brown powder makes everything humorous while enhancing a creature's nimbleness. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 14 Wisdom saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 14 Constitution saving throw to resist addiction.

GLITTERSTIM

A silvery-green webbing sharp to the touch, yet when liquidized causes a heightened mental state and pleasurable boost. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 14 Wisdom saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 14 Constitution saving throw to resist addiction.

KARRAK

A powerful painkiller, karrak allows creatures to continue through the most grievous injuries. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d3 temporary hit points. At the end of the high, the creature must succeed on a DC 14 Wisdom saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d3. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 14 Constitution saving throw to resist addiction.

MUON GOLD

Muon gold is a lubricant-based spice that gives users intensified mental clarity and focus for a short time. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that increases their current and maximum tech points by 2d3. At the end of the high, the creature must succeed on a DC 14 Wisdom saving throw or experience a low that lasts 10 minutes, their current and maximum tech points are reduced by 2d3. At the end of the low, the creature must make a DC 14 Constitution saving throw to resist addiction.

YALADAI

Yaladai is a powerful stimulant that grants extreme clarity, improving relaxation and focus. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that increases their current and maximum force points by 2d3. At the end of the high, the creature must succeed on a DC 14 Wisdom saving throw or experience a low that lasts 10 minutes, their current and maximum force points are reduced by 2d3. At the end of the low, the creature must make a DC 14 Constitution saving throw to resist addiction.

YARROCK

Yarrock is a hallucinogen which is said to instill a creature with a clear vision of "the meaning of life", granting a boost to confidence. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d3 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 14 Wisdom saving throw or experience a low that lasts 10 minutes, during which they must roll a d3 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 14 Constitution saving throw to resist addiction.

CHAPTER 6: CUSTOMIZATION OPTIONS

The combination of ability scores, species, class, and background defines your character's capabilities in the game, and the personal details you create set your character apart from every other character. Even within your class and species, you have options to fine-tune what your character can do. But this chapter is for players who—with the GM's permission—want to go a step further.

This chapter expands on feats, which are special options you can choose instead of increasing your ability scores as you gain levels. Your GM decides whether these options are available in a campaign.

CLASS WEAPON PROFICIENCIES

Certain classes—berserker, consular, engineer, fighter, guardian, and scout—have proficiency in all of a type of weapon. For instance, fighters are proficient in all blasters and all vibroweapons. Consequently, fighters have proficiency in all blasters and vibroweapons present in Chapter 5. Other classes—monks, operatives, scholars, and sentinels—have proficiency in a certain set of weapons. For each of these classes, they gain proficiency in only certain weapons, as shown below in the Weapon Proficiencies by Class table:

Weapon Proficiencies by Class

Class	Weapon Proficiencies
Berserker	All vibroweapons, simple blasters
Consular	Simple lightweapons, simple vibroweapons
Engineer	Simple blasters, simple vibroweapons
Fighter	All blasters, all vibroweapons
Guardian	All lightweapons, all vibroweapons
Monk	Simple blasters, simple vibroweapons, bolas
Operative	Simple vibroweapons, simple blasters, bolas, electrobaton, incinerator pistol, riot baton, riot shocker, sonic pistol, vibroknife, wristblade
Scholar	Simple blasters, simple vibroweapons, electrobaton, incinerator pistol, sonic pistol, vibroknife
Scout	All blasters, all vibroweapons
Sentinel	Simple vibroweapons, simple lightweapons, bolas, chained dagger, chained lightdagger, electrobaton, electrostaff, guard shoto, lightfist, riot baton, riot shocker, vibroshield, vibroknife, vibrotonfa, war hat, wristblade

FEATS

A feat represents a talent or an area of expertise that gives character special capabilities. It embodies training, experience, and abilities beyond what a class provides. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Inspiring Leader feat requires you to have a Charisma of 13 or higher. If your Charisma is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Inspiring Leader feat until your Charisma is restored.

AUGMENTED CYBORG

You've experimented with cybernetic augmentations, granting the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- Choose one cybernetic augmentation of standard rarity from Appendix A. That augmentation is installed and doesn't count against the maximum cybernetic augmentations you can support, but it does count towards your total cybernetics augmentations as shown in the Cybernetic Augmentations Side Effects table in Chapter 7.

CUSTOMIZED DROID

Prerequisite: Type droid

You've been customized beyond other droids of the same model, granting the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- Choose one droid customization of standard rarity from Appendix A. That customization is installed and doesn't count against the maximum droid customizations you can support, but it does count towards your maximum parts or protocols, as appropriate.

INVESTIGATIVE ATTUNEMENT

Prerequisite: 4th level
You've spent a significant amount of time appraising and testing enhanced items. You gain the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- Your maximum attunement increases by 1.
- You have advantage on ability checks made to identify items.
- Once per long rest, you can choose one object that you must touch for 10 minutes. If it is an enhanced or modified item, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any powers are affecting the item and what they are. If the item was created by a power, you learn which power created it.

MUSCLED MENACE

Prerequisite: Strength 13, size Medium
Despite being of otherwise average size, your might extends beyond that of your peers. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- Your speed increases by 5 feet.
- You can't add more than +3 when determining your bonus to AC from your Dexterity.
- You can't add more than +3 when determing your bonus to Dexterity saving throws from Dexterity.
- You gain the Oversized special trait: ***Oversized.*** Light- and vibro-weapons that lack the dexterity or light property are considered to have the heavy property for you. The strength number for blasters is reduced by one step (from 19 to 17, 17 to 15, 15 to 13, or 13 to 11). If the strength number is 11, you ignore it entirely.

SAVAGE SHORTY

Prerequisite: Strength 13, size Small
Despite being short of stature, your size has no impact on your strength and virility. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- Your speed increases by 5 feet.
- You lose the Undersized special trait.

TINY TERROR

Prerequisite: Strength 13, size Tiny
Despite falling below knee height of other species, your size has less impact on your strength and virility. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- Your speed increases by 5 feet.
- You lose the Pintsized special trait, and you are no longer limited to +3 when determining your bonus to attack and damage rolls for weapon attacks using Strength due to the Puny special trait.
- You gain the Undersized special trait: ***Undersized.*** Your small stature makes it hard for you to wield bigger weapons. You can't use heavy shields or martial weapons with the two-handed property unless it has the light property, and if a martial weapon has the versatile property, you can only wield it in two-hands.

WEAPON FOCUSED

Prerequisite: 4th level
You adopt a particular type of weapon as your focus. Choose one of the weapon focus options, detailed later in this chapter. You can take this feat multiple times.

WEAPON SUPREMACIST

Prerequisite: 4th level
You've mastered a particular type of weapon. Choose one of the weapon supremacist options, detailed later in this chapter. You can take this feat multiple times.

WEAPON FOCUS

The Weapon Focused feat offers your choice of weapon focus. You can't take a weapon focus option more than once, even if you later get to choose again.

> **ALTERNATIVE WEAPON FOCUS**
> Your weapon of choice may be governed by one weapon focus, whereas your character can be better realized utilizing a different focus. For instance, your blaster rifle might work better for you with Carbine Focus rather than Rifle Focus. Work with your GM to determine if a different focus is better suited, and mechanically appropriate, to your character's identity.
>
> A weapon's focus and supremacy must match.

You may choose your weapon focus from the following options or roll on the table below to determine it randomly.

d8	Weapon Focus	d8	Weapon Focus
1	Blade Weapon	5	Polearm Weapon
2	Carbine Weapon	6	Rifle Weapon
3	Crushing Weapon	7	Sidearm Weapon
4	Heavy Weapon	8	Trip Weapon

WEAPON CLASSIFICATIONS

Each weapon has a classification, as shown in Weapons by Class table later in this chapter, that determines which weapon focus it is governed by.

BLADE FOCUS

You've focused your combat training on blade weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's damage rolls.
- When you score a critical hit with the weapon, the next attack roll the target makes before the start of your next turn has disadvantage.
- When you take the Attack action, you can choose to forgo one or more attacks to **parry**. For each attack you forgo, you gain a +1 bonus to AC until the start of your next turn.

CARBINE FOCUS

You've focused your combat training on carbine weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's damage rolls.
- When you score a critical hit with the weapon, the next attack roll the target makes before the start of your next turn has disadvantage.
- When you take the Attack action, you can choose to forgo one or more attacks to **startle**. For each attack you forgo, you expend 1 ammunition and choose a creature that is no more than one size larger than you (your size or smaller if your weapon has the light property) and is within your weapon's normal range. The creature must succeed on a Dexterity saving throw (DC = 8 + your bonus to attacks with the weapon) or become shocked until the start of your next turn.

CRUSHING WEAPON FOCUS

You've focused your combat training on crushing weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's damage rolls.
- When you score a critical hit with the weapon, you add the attack's governing ability modifier twice, instead of once, to the attack's damage.
- When you take the Attack action, you can choose to forgo one or more attacks to **shatter** the ground. For each attack you forgo, choose a separate 5-foot square within your weapon's reach to shatter. That square becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand. Additionally, each creature other than you in an affected square must make a Dexterity saving throw (DC = 8 + your bonus to attacks with the weapon). On a failed save, a creature takes damage equal to the attack's governing ability modifier.

HEAVY WEAPON FOCUS

You've focused your combat training on heavy weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's damage rolls.
- When you score a critical hit with the weapon, you add the attack's governing ability modifier twice, instead of once, to the attack's damage.
- When you take the Attack action, you can choose to forgo one or more attacks to **suppress**. For each attack you forgo, you expend ammunition equal to half your weapon's reload number (minimum of 2) and choose a 10-foot-cube area within your weapon's normal range. Each creature in the area that is no more than one size larger than you (your size or smaller if your weapon has the light property) must make a Wisdom saving throw (DC = 8 + your bonus to attacks with the weapon) or become frightened of you until the end of their next turn.

POLEARM FOCUS

You've focused your combat training on polearm weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's damage rolls.
- When you score a critical hit with the weapon, you can roll one additional weapon damage die.

- When you take the Attack action, you can choose to forgo one of your attacks to **choke up**. If you do so, your reach increases by 5 feet until the start of your next turn.

RIFLE FOCUS

You've focused your combat training on rifle weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's damage rolls.
- When you score a critical hit with the weapon, you can roll one additional weapon damage die.
- When you take the Attack action, you can choose to forgo one or more attacks to **scramble**. For each attack you forgo, you can move up to 10 feet without provoking opportunity attacks.

SIDEARM FOCUS

You've focused your combat training on sidearm weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's damage rolls.
- When you score a critical hit with the weapon, the next attack roll made against the target before the start of your next turn has advantage.
- When you take the Attack action, you can choose to forgo one or more attacks to **daze** a creature. For each attack you forgo, you expend 2 ammunition and choose a creature that is no more than one size larger than you (your size or smaller if your weapon has the light property), has a head, and is within your weapon's normal range. The creature must succeed on a Constitution saving throw (DC = 8 + your bonus to attacks with the weapon) or become incapacitated until the end of its next turn or until it takes damage, whichever happens first.

TRIP WEAPON FOCUS

You've focused your combat training on trip weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's damage rolls.
- When you score a critical hit with the weapon, the next attack roll made against the target before the start of your next turn has advantage.
- When you take the Attack action, you can choose to forgo one or more attacks to **interrupt**. For each attack you forgo, one creature within your reach gains no benefit to armor class from its shield until the end of its next turn.

WEAPON SUPREMACY

The Weapon Supremacist feat offers your choice of weapon supremacy. You can't take a weapon supremacy option more than once, even if you later get to choose again.

> **ALTERNATIVE WEAPON SUPREMACY**
> Your weapon of choice may be governed by one weapon supremacy, whereas your character can be better realized utilizing a different supremacy. For instance, your blaster rifle might work better for you with Carbine Supremacy rather than Rifle Supremacy. Work with your GM to determine if a different supremacy is better suited, and mechanically appropriate, to your character's identity.
>
> A weapon's focus and supremacy must match.

You may choose your weapon supremacy from the following options or roll on the table below to determine it randomly.

d8	Weapon Supremacy	d8	Weapon Supremacy
1	Blade	1	Polearm
2	Carbine	2	Rifle
3	Crushing Weapon	3	Sidearm
4	Heavy Weapon	4	Trip Weapon

WEAPON CLASSIFICATIONS

Each weapon has a classification, as shown in the table on page ___, that determines which Weapon Supremacy it is governed by.

BLADE SUPREMACY

You've specialized your combat training with blade weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit and the lower of the two d20 rolls would also hit (or a creature has disadvantage on a saving throw and the higher of the two d20s would also fail), and the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Dexterity saving throw (DC = 8 + your bonus to attacks with the weapon) or gain 1 slowed level until the start of your next turn.
- Your critical hit range increases by 1.
- When you take the Attack action, you can choose to forgo one or more attacks to **parry**. For each attack you forgo, you gain a +1 bonus to AC until the start of your next turn. If you could already parry, instead you can do so as your bonus action.

CARBINE SUPREMACY

You've specialized your combat training with carbine weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit and the lower of the two d20 rolls would also hit (or a creature has disadvantage on a saving throw and the higher of the two d20s would also fail), and the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Dexterity saving throw (DC = 8 + your bonus to attacks with the weapon) or gain 1 slowed level until the start of your next turn.
- You can wield this weapon in one hand. When you do so, you treat the weapon as if it would have the strength 11 property. If the weapon already has the strength property, its strength number increases by one step (from 11 to 13, 13 to 15, 15 to 17, 17 to 19, or 19 to 21). While wielding the weapon in one hand, you can't attack a target beyond the weapon's normal range.
- When you take the Attack action, you can choose to forgo one or more attacks to **startle**. For each attack you forgo, you expend 1 ammunition and choose a creature that is no more than one size larger than you (your size or smaller if your weapon has the light property) and is within your weapon's normal range. The creature must succeed on a Dexterity saving throw (DC = 8 + your bonus to attacks with the weapon) or become shocked until the start of your next turn. If you could already startle, instead you can do so as your bonus action.

CRUSHING WEAPON SUPREMACY

You've specialized your combat training with crushing weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit and the lower of the two d20 rolls would also hit (or a creature has disadvantage on a saving throw and the higher of the two d20s would also fail), and the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Strength saving throw (DC = 8 + your bonus to attacks with the weapon) or it is pushed 5 feet in a direction of your choice.
- Once per round, when you use your reaction to make a melee weapon attack, you have advantage on the attack roll.
- When you take the Attack action, you can choose to forgo one or more attacks to **shatter** the ground. For each attack you forgo, choose a separate 5-foot square within your weapon's reach to shatter. That square becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand. Additionally, each creature other than you in an affected square must make a Dexterity saving throw (DC = 8 + your bonus to attacks with the weapon). On a failed save, a creature takes damage equal to the attack's governing ability modifier. If you could already shatter, instead you can do so as your bonus action.

HEAVY WEAPON SUPREMACY

You've specialized your combat training with heavy weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit and the lower of the two d20 rolls would also hit (or a creature has disadvantage on a saving throw and the higher of the two d20s would also fail), and the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Strength saving throw (DC = 8 + your bonus to attacks with the weapon) or it is pushed 5 feet in a direction of your choice.
- When a creature rolls a 1 on the saving throw against one of these weapons, they treat the effect's damage as if it had rolled the maximum. If a creature would already treat the effect's damage as if it had rolled the maximum when it rolls a 1 on this weapon's saving throw, it instead does so on a roll of 1 or 2.
- When you take the Attack action, you can choose to forgo one or more attacks to **suppress**. For each attack you forgo, you expend ammunition equal to half your weapon's reload number (minimum of 2) and choose a 10-foot-cube area within your weapon's normal range. Each creature in the area that is no more than one size larger than you (your size or smaller if your weapon has the light property) must make a Wisdom saving throw (DC = 8 + your bonus to attacks with the weapon) or become frightened of you until the end of their next turn. If you could already suppress, instead you can do so as your bonus action.

POLEARM SUPREMACY

You've specialized your combat training with polearm weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit and the lower of the two d20 rolls would also hit (or a creature has disadvantage on a saving throw and the higher of the two d20s would also fail), and the target is no more than one size larger than you (your size or smaller if your weapon has the light property), you have advantage on the weapon's damage roll.
- When you make an ability check or saving throw against an effect that would shove or trip you, you can treat a d20 roll of below half your level (rounded up) as half your level.
- When you take the Attack action, you can choose to forgo one of your attacks to **choke up**. If you do so, your reach increases by 5 feet until the start of your next turn. If you could already choke up, instead you can do so as your bonus action.

RIFLE SUPREMACY

You've specialized your combat training with rifle weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit and the lower of the two d20 rolls would also hit (or a creature has disadvantage on a saving throw and the higher of the two d20s would also fail), and the target is no more than one size larger than you (your size or smaller if your weapon has the light property), you have advantage on the weapon's damage roll.
- Your ranged weapon attacks reduce partial cover by one step (from three-quarters to half or half to one-quarter) against targets within 30 feet of you. If the target has one-quarter cover, you ignore it entirely.
- When you take the Attack action, you can choose to forgo one or more attacks to **scramble**. For each attack you forgo, you can move up to 10 feet without provoking opportunity attacks. If you could already scramble, instead you can do so as your bonus action.

SIDEARM SUPREMACY

You've specialized your combat training with sidearm weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit and the lower of the two d20 rolls would also hit (or a creature has disadvantage on a saving throw and the higher of the two d20s would also fail), and the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Strength saving throw (DC = 8 + your bonus to attacks with the weapon) or it drops an object of your choice. If you have a free hand and the object is within your reach, you catch the object. Otherwise, it lands at your feet.
- You can now reload these weapons using your reaction or object interaction, instead of just your action or bonus action. You must have one free hand to reload.
- When you take the Attack action, you can choose to forgo one or more attacks to **daze** a creature. For each attack you forgo, you expend 2 ammunition and choose a creature that is no more than one size larger than you (your size or smaller if your weapon has the light property), has a head, and is within your weapon's normal range. The creature must succeed on a Constitution saving throw (DC = 8 + your bonus to attacks with the weapon) or become incapacitated until the end of its next turn or until it takes damage, whichever happens first. If you could already daze, instead you can do so as your bonus action.

TRIP WEAPON SUPREMACY

You've specialized your combat training with trip weapons. You gain the following benefits while wielding any of these weapons, if you are proficient with it:

- You gain a +1 bonus to the weapon's attack rolls.
- Whenever you have advantage on an attack roll and hit and the lower of the two d20 rolls would also hit (or a creature has disadvantage on a saving throw and the higher of the two d20s would also fail), and the target is no more than one size larger than you (your size or smaller if your weapon has the light property), it must succeed on a Strength saving throw (DC = 8 + your bonus to attacks with the weapon) or it drops an object of your choice. If you have a free hand, you catch the weapon. Otherwise, it lands at your feet.
- You have advantage on Strength (Athletics) checks and attack rolls made to trip a creature.
- When you take the Attack action, you can choose to forgo one or more attacks to **interrupt**. For each attack you forgo, one creature within your reach gains no benefit to armor class from its shield until the end of its next turn. If you could already interrupt, instead you can do so as your bonus action.

Weapons by Class

Weapon	Class	Weapon	Class	Weapon	Class	Weapon	Class
Assault cannon	Heavy	Electro-hammer	Crush	Light-club	Crush	Tech-axe	Crush
Beam rifle	Rifle	Electro-staff	Polearm	Light-dagger	Trip	Tech-blade	Blade
Bite-saber	Blade	Flechette cannon	Heavy	Light-foil	Blade	Tech-knife	Blade
BKG	Heavy	Great-saber	Crush	Light-glaive	Polearm	Tech-staff	Polearm
Blaster carbine	Carbine	Grenade launcher	Heavy	Light-katana	Blade	Vapor Projector	Heavy
Blaster pistol	Sidearm	Guard shoto	Trip	Light-lance	Polearm	Vibro-axe	Crush
Blaster rifle	Rifle	Hand BKG	Heavy	Light-nodachi	Polearm	Vibro-battleaxe	Crush
Blight-saber	Blade	Hand blaster	Sidearm	Lightsaber	Blade	Vibro-blade	Blade
Bowcaster	Heavy	Hand cannon	Carbine	Martial lightsaber	Blade	Vibro-buster	Crush
Bright-saber	Blade	Heavy blaster rifle	Heavy	Nerve-baton	Trip	Vibro-dagger	Trip
Broad-saber	Blade	Heavy bowcaster	Heavy	Net	Trip	Vibro-dart	Trip
Buster saber	Crush	Heavy carbine	Carbine	Pike-saber	Polearm	Vibro-flail	Crush
Carbine rifle	Carbine	Heavy pistol	Sidearm	Railgun	Rifle	Vibro-glaive	Polearm
Chaingun	Heavy	Heavy repeater	Heavy	Repeating blaster	Heavy	Vibro-hammer	Crush
Chakram	Trip	Heavy shotgun	Heavy	Rocket Launcher	Heavy	Vibro-katana	Blade
Crossguard saber	Blade	Heavy slugpistol	Sidearm	Rotary cannon	Heavy	Vibro-knuckler	Trip
Cryo Cannon	Heavy	Hidden blade	Trip	Saber-mace	Crush	Vibro-mace	Crush
Cryo Carbine	Carbine	Hold-out	Sidearm	Saber-spear	Polearm	Vibro-nodachi	Polearm
Cryo Pistol	Sidearm	Hunting rifle	Rifle	Saber-whip	Trip	Vibro-pike	Polearm
Cryo Rifle	Rifle	Incinerator Carbine	Carbine	Scattergun	Sidearm	Vibro-rapier	Blade
Cycler rifle	Rifle	Incinerator Pistol	Sidearm	Shotgun	Carbine	Vibro-sabre	Blade
Dire Vibroblade	Blade	Incinerator Rifle	Rifle	Shotosaber	Blade	Vibro-shield	Crush
Diresword	Blade	Incinerator Sniper	Rifle	Shoulder Blaster	Sidearm	Vibro-spear	Polearm
Disruptor Carbine	Carbine	Ion cannon	Heavy	Shoulder Cannon	Heavy	Vibro-staff	Polearm
Disruptor Pistol	Sidearm	Ion carbine	Carbine	Sickle-saber	Blade	Vibro-stiletto	Trip
Disruptor Rifle	Rifle	Ion pistol	Sidearm	Sith saber	Blade	Vibro-sword	Blade
Disruptor Sniper	Rifle	Ion rifle	Rifle	Slugpistol	Sidearm	Vibro-tonfa	Trip
Double-blade	Blade	Light pistol	Sidearm	Slugthrower	Rifle	Vibro-whip	Trip
Double-saber	Blade	Light Repeater	Carbine	Smart Cannon	Heavy	War hat	Trip
Double-shoto	Blade	Light slugpistol	Sidearm	Smart Pistol	Sidearm	Warsaber	Crush
Double-sword	Blade	Light-axe	Crush	Sniper rifle	Rifle	Warsword	Crush
Dual-phase saber	Blade	Light-blade	Blade	Split-saber	Blade	Wrist blaster	Sidearm
Echostaff	Polearm	Lightbow	Rifle	Subrepeater	Sidearm	Wrist launcher	Sidearm
Electro-baton	Trip						

CHAPTER 7: ENHANCED ITEMS

The ability to plunder enhanced items from the hoards of conquered pirates, or discover them in long-lost Sith tombs is an experience players expect. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

RARITY

Each enhanced item has a rarity: standard, premium, prototype, advanced, legendary, or artifact. Standard enhanced items are the most plentiful. Consequently, higher rarity items are more scarce. The game assumes that the secrets of creating the most powerful items arose centuries ago and were then gradually lost as a result of wars or mishaps. Even premium items can't be easily created. Thus, many enhanced items are unique and well-preserved relics.

Rarity provides a rough measure of an item's power relative to other enhanced items. Each rarity corresponds to a character level, as shown below in the Enhanced Item Rarity and Identification table. A character doesn't typically find a prototype enhanced item, for instance, until 5th-level or later. That said, rarity shouldn't get in the way of your campaign's story. If you want the darksaber to fall into the hands of 1st-level character, so be it. No doubt a great story will arise from that event.

Enhanced Item Rarity and Identification

Rarity	Character Level	Identification DC
Standard	1st or higher	10
Premium	1st or higher	14
Prototype	5th or higher	18
Advanced	9th or higher	22
Legendary	13th or higher	26
Artifact	17th or higher	30

If your campaign allows for trade in enhanced items, rarity can also help you set prices for them. As the GM, you determine the value of an individual enhanced item based on its rarity. Suggested values are provided in the Enhanced Item Rarity table. The value of a consumable, such as a medpac or stimpac, is typically half the value of a permanent item of the same rarity.

IDENTIFYING ENHANCED ITEMS

Some enhanced items have properties not readily distinguishable to the naked eye. Identifying such an item requires use of the *analyze* or *telemetry* power, or inspection with the appropriate tools.

If a player is proficient in the appropriate type of tools, as shown in the Tools by Item table on page ___, they can make a check with the tools to identify the properties of an enhanced item over the course of a short rest. To use this benefit, they must have the tools, and the enhanced item must be within reach. The DC is found above in the Enhanced Item Rarity and Identification table.

VARIANT: SIMPLER IDENTIFICATION

If you prefer enhanced items to be more readily identifiable, you can allow characters to identify enhanced items through experimentation. Over the course of a short rest, a character can focus on one enhanced item while being in physical contact with it. At the end of the short rest, the character learns the item's properties, as well as how to use them.

ATTUNEMENT

Some enhanced items require a creature to form a bond with them before their enhanced properties can be used. This bond is called attunement, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the item.

Without becoming attuned to an item that requires attunement, a creature gains only its unenhanced benefits. For example, an enhanced heavy shield that requires attunement provides the benefits of a normal heavy shield to a creature not attuned to it, but none of its enhanced properties.

Attuning to an item requires a creature to spend an uninterrupted short rest focused on only that item while being in physical contact with it. This focus can take the form of weapon practice, meditation, or some other appropriate activity. At the end of the short rest, the creature gains an intuitive understanding of how to activate any enhanced properties of the item, including any necessary command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to a maximum number of items equal to their proficiency bonus; any attempt to attune to an additional item fails. Standard, premium, and prototype items cost one attunement slot, while advanced, legendary and artifact cost two.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another short rest with the item, unless the item is cursed.

VARIANT: SIMPLER ATTUNEMENT

If you prefer a simpler method, you can instead allow your characters to have a total of three attunement slots. If you do so, enhanced items should only take one attunement slot, regardless of rarity.

CURSED ITEMS

Some enhanced items bear curses that bedevil their users, sometimes long after a user has stopped using an item. An enhanced item's description specifies whether the item is cursed. Most methods of identifying items, such as the *analyze* tech power, fail to reveal such a curse, although lore might hint at it. A curse should be a surprise to the item's user when the curse's effects are revealed.

Attunement to a cursed item can't be ended voluntarily unless the curse is broken first.

ENHANCED ITEM CATEGORIES

Enhanced items fall into different categories depending on the type of enhanced item. Some categories, such as weapons and armor, are obvious. Others are less so.

ADVENTURING GEAR

Items that don't fall in one of the other categories are considered adventuring gear. They might be worn items, such as boots or a jetpack, or hand-held item like a holocron. This category is a catch-all for for items that don't fit in other categories.

ARMOR

Unless an armor's description says otherwise, armor must be worn for its enhanced properties to function.

Some suits of enhanced armor specify the type of armor they are, such as durasteel armor or combat suit, or the category in which they fall, such as light or heavy armor. If an enhanced armor doesn't specify its armor type, you may choose the type or determine it randomly.

CONSUMABLES

Typically, consumables are single use (unless the description says otherwise). Once a consumable is used, it takes effect immediately and is rendered useless.

The value of consumables, due to their impermanent nature, is typically half that of permanent enhanced items. Consumables are sub-categorized by their type:

Adrenals. Adrenals are designed to give a short term boost to a creature, like increased speed. Adrenal effects rarely last longer than a minute.

Ammunition. Ammunition is unique sources of power or temporary enhancements for weapons.

Barriers. Barriers offer temporary protection, usually to a single damage type, and rarely last longer than a minute.

Explosives. Explosives, such as cryo grenades or thermal detonators, are designed to cause an effect in a radius that varies depending on their nature.

Medpacs. Medpacs are used to restore hit points to creatures other than droids and constructs.

Poisons. Poisons are used to incapacitate or harm beasts and humanoids.

Stimpacs. Stimpacs offer boosts to creatures, like increasing an ability score, that typically last for an hour or more.

Substances. Substances are often illicit, such as spice or death sticks, or legal and common, like beer or wine. Substances confer a benefit at risk of addiction. Substances are discussed further later in this chapter.

Technology. Technology consumables are used to enhance interactions with technology and other uses, including repairing droids and constructs.

CYBERNETIC AUGMENTATIONS

Cybernetic augmentations are enhancements built in to biological creatures, such as beasts or humanoids. They come in the form of replacements, which replace a physical body part, or enhancements, which simply augment a creature. Cybernetic augmentations are discussed further later in this chapter.

DROID CUSTOMIZATIONS

Droid customizations are items that can enhance a droid in some way. They come in the form of parts, which replace a physical droid part, or protocols, which enhance the droid's functions in some way. Droid customizations are discussed later in this chapter.

FOCUSES

Focuses are sub-categorized depending on what type of casting they augment: force or tech.

Force. Force focuses are used to augment the casting of force powers. The most common type of force focuses are focus generators, which are held in the hand of the forcecaster. Force focuses are not required to cast force powers.

Tech. Tech focuses are used to augment the casting of tech powers. The most common type of tech focuses are wristpads, which are worn on the forearm of the techcaster. Unlike force focuses, tech focuses are required to cast tech powers.

A character can only benefit from one focus at a time. Once per round you can switch which focus you are benefiting from (no action required).

MODIFIABLE ITEMS

Some enhanced items come with vacant slots for item modifications, which improve the enhanced item in some way. Typically, though not always, enhanced items have either built in properties or vacant modification slots, but not both. Modifiable items—and their modifications—are discussed further later in this chapter.

SHIELDS

Like armor, unless the description says otherwise, the shield must be actively wielded for its enhanced properties to function.

Some shields specify the category in which they fall, such as light shield generator or any heavy shield. If an enhanced shield doesn't specify its category, you may choose the category or determine it randomly.

WEAPONS

Whether crafted for a nefarious or benevolent purpose, weapons are among the most coveted of enhanced items.

Some enhanced items specify the type of weapon they are in their descriptions, such as a lightsaber or assault cannon, or the category in which they fall, such as vibroweapon or blaster. If an enhanced weapon doesn't specific its weapon type, you may choose the type or determine it randomly.

AWARDING ENHANCED ITEMS

Enhanced items are prized by adventurers are all sorts, often serving as the main reward for an adventurer. This section helps determine which enhanced items end up in the characters' possession.

DISTRIBUTION

The Minor and Major Enhanced Items by Rarity tables below show the number of enhanced items a party of four should encounter during a campaign, culminating in 100 enhanced items accumulated by 20th level. The tables show much many of those items are meant to be handed out during the five tiers of play. The second and third tiers (levels 5-8 and 9-12, respectively) are intended to be when characters receive the majority of enhanced items, since these are the tiers where the majority of campaigns occur.

MINOR AND MAJOR ITEMS

The most common distinction between minor and major enhanced items is attunement. All items that require attunement should be treated as major enhanced items. On the other hand, all consumables and item modifications should be treated as minor enhanced items. Many items, however, do not easily fall into those two categories. Generally, if the item has a significant impact on one of the three pillars of adventure—exploration, social interaction, or combat—but does not require attunement, it should nonetheless be treated as a major item.

For instance, armor +1 does not require attunement, but it has a significant impact in combat, so it should be treated as major. Mag-lock boots, however, don't significantly impact any aspect of gameplay, and thus should be treated as minor.

CHOOSING ITEMS LEVEL BY LEVEL

You decide when to place an item in an adventure that you're creating or modifying usually because you think the story calls for an enhanced item, the characters need one, or the players would be especially pleased to get one.

When you want to select an item as treasure for an encounter, the Minor and Major Enhanced Items by Rarity tables serve as your item budget, as follows:

1. Jot down a copy of the table in your notes, so that you can make adjustments to the numbers as you select items to be placed in an adventure.
2. Refer to the line in the Character Level column that corresponds to the level of the player characters in your game. The entries in that row of the table indicate the total number of items that would be appropriate for the characters to receive by the end of the tier represented by that row.
3. Choose an enhanced item of any rarity for which the entry in this row is not 0.
4. When the characters obtain an item, modify your notes to indicate which part of your budget this expenditure came from by subtracting 1 from the appropriate entry in the table.

In the future, if you choose an item of a rarity that's not available in the current tier but is still available in a lower tier, deduct the item from the lower tier. If all lower tiers also have no items available of a given rarity, deduct the item from a higher tier.

MINOR ENHANCED ITEMS BY RARITY

Character Level	Standard	Premium	Prototype	Advanced	Legendary	Artifact	Total
1-4	6	3	—	—	—	—	9
5-8	8	10	5	—	—	—	23
9-12	2	4	6	7	—	—	19
13-16	—	2	3	5	6	—	16
17-20	—	—	2	3	4	4	13
Total	16	19	16	15	10	4	80

MAJOR ENHANCED ITEMS BY RARITY

Character Level	Standard	Premium	Prototype	Advanced	Legendary	Artifact	Total
1-4	1	2	—	—	—	—	3
5-8	—	1	4	—	—	—	5
9-12	—	—	—	4	—	—	4
13-16	—	—	—	—	4	—	4
17-20	—	—	—	—	—	4	4
Total	1	3	4	4	4	4	20

CHOOSING ITEMS PIECEMEAL

If you prefer a more free-form method of choosing enhanced items, simply select each enhanced item you want to give out; then, when th e characters acquire one, deduct it from the Enhanced Items by Rarity tables in your notes. Whenever you do so, start with the lowest level tier, and deduct the item from the first number you come across in the appropriate rarity column for the item, whether it's minor or major. If that tier doesn't have a number greater than 0 for that rarity, go up a tier until you find one that does, and deduct the enhanced item from that number. Following this process, you will zero out each row of the table in order, going from the lowest levels to the highest.

GENERATING NEW ENHANCED ITEMS

As a GM, you can easily generate new enhanced items by combining the effects of two like items, provided those items have the same type and subtype (if present). For instance, you could combine the effects of two item modification (augments) to create a new, higher rarity augment, but you couldn't combine the effects of a shield and a suit of armor to create a new item in this way.

When you do so, you want to combine the rarities of the items whose effects you are combining by assigning a point value to each item. A standard item has a value of 1, premium has a value of 2, and so on up to an artifact's value of 6. Add the points for the items you are combining to determine the new item's rarity. For instance, if you combine the effects a premium (2 points) augment with a prototype (3 points) augment, you end up with a new legendary augment due to the combined total of 5 points. You can't exceed 6 points when combining objects in this way.

If the two items you are combining confer a like bonus, such as a bonus to attack rolls or the save DC of force powers, that bonus should not exceed +3. If the items already include rules governing the maximum value that item could provide, such as a keen weapon modification, you would instead follow the guidelines provided by that item.

OVERSTOCKING AN ADVENTURE

The enhanced item tables in this chapter are based on the number of items the characters are expected to receive, not the number of items that are available in an adventure. When creating or modifying an adventure, assume that the characters won't find all of the items you place in it, unless most of the loot is in easy-to-find locations.

ARE ENHANCED ITEMS NECESSARY?

Ultimately, this is a question that can only be answered at your table. Some players are more loot driven, while others prefer to focus on the story aspect of gameplay. Generally, a normal campaign assumes that enhanced items appear sporadically and are a boon. Characters and monsters are built to face each other without the aid of enhanced items. Consequently, if your player characters obtain an inordinate amount of enhanced items, encounters might become progressively trivial. As a GM, you have to worry about maintaining that balance.

ENHANCED ITEM VALUES

The value of an enhanced item varies depending on the rarity of the item, as shown below in the Enhanced Item Value by Rarity table.

Using the Enhanced Item Value by Rarity table, you then assign prices to the available items, based on their rarity. Halve the price of any consumable item, such as a medpac or explosive, or item modification when using the table to determine an item's value.

Enhanced Item Value by Rarity

Rarity	Value
Standard	up to 1,000 cr
Premium	1,001 to 5,000 cr
Prototype	5,000 to 25,000 cr
Advanced	25,000 - 100,000 cr
Legendary	100,000 - 500,000 cr
Artifact	at least 500,000 cr

DETERMINE VALUES RANDOMLY

Alternatively, you can determine the value of enhanced items randomly. To do so, you should first roll percentile dice twice, keeping the higher total. Then, you should multiply the result by the modifier, depending on the item's rarity, as shown below in the Value Modifier by Rarity table.

Value Modifier by Rarity

Rarity	Value Modifier
Standard	10 cr
Premium	50 cr
Prototype	250 cr
Advanced	1,000 cr
Legendary	5,000 cr
Artifact	25,000 cr

If item value falls below the base threshold for that rarity, you might instead use the base for that rarity. For instance, if I want to determine the value of a prototype item, I first roll percentile dice twice. I get the results of 63 and 22, so I keep the 63 since it's the higher number. I then multiply that number by the value modifier for prototype (250 cr), ending up with an item value of 15,750 cr (63 x 250 cr). If I instead had rolled 11 and 16 on the percentile dice rolls, however, I would have ended up with an item value of 4,000 cr (16 x 250 cr). Since this falls below the minimum value threshold for prototype items (5,000 cr), you could instead use the minimum.

To reflect the availability of enhanced items in your campaign, you can apply a penalty or bonus, as appropriate to your setting, when resolving the d100 roll determining enhanced item values.

When determining the value for an enhanced item that has an unenhanced version, such as a medpac or a blaster rifle, instead of replacing with the value determined by the rolls above, add the result to the unenhanced item's value.

MODIFIABLE ITEMS

Some enhanced items come with fixed properties. Other enhanced items, called chassis, are more customizable.

MODIFYING EQUIPMENT

Modifying an item requires three key components: a modifiable item chassis, a modification to install, and the appropriate tools. An item can only be modified by someone proficient with appropriate tools, as shown in the Item Specific Tools table on page ___.

MODIFIABLE ITEM CHASSIS

Every item chassis comes with at least four modification slots, increasing to six at higher rarities, as determined by the chassis's rarity, as shown below in the Modification Slots by Rarity table.

Modification Slots by Rarity

Rarity	Modification Slots
Standard	4
Premium	4
Prototype	5
Advanced	5
Legendary	6
Artifact	6

Every modifiable item chassis has four base slots, determined by its type. Prototype and advanced modifiable item chassis also have one augment slot in addition to the four base slots for their type, while legendary and artifact have two. A modifiable item chassis only requires attunement and is considered enhanced if it has at least one modification installed.

A modifiable item chassis can only include modifications of the same rarity or a lesser rarity. For instance, if you have a prototype modifiable item chassis, you can modify it with standard, premium, and prototype modifications. However, the item's nature does not allow it to support higher rarity modifications.

INSTALLING MODIFICATIONS

Installing a modification takes one hour and requires an ability check with the appropriate tool, as shown in the Item Specific Tools table on page ___. The DC for the check is determined by the rarity of the modification being installed, as shown below in the Installation/Removal DC by Rarity table.

Installation/Removal DC by Rarity

Rarity	Installation/Removal DC
Standard	10
Premium	14
Prototype	18
Advanced	22
Legendary	26
Artifact	30

On a success, the modification is correctly installed. On a failure, the modification is not installed, and you must wait 24 hours before you can try again.

REMOVING MODIFICATIONS

Removing a modification requires an ability check with the appropriate tool, as shown in the Item Specific Tools table. The DC for the check is determined by the rarity of the modification being removed, as shown above in the Installation/Removal DC by Rarity table.

On a success, the modification is removed and salvaged. On a failure, the modification is removed but destroyed.

UPGRADING MODIFIABLE ITEM CHASSIS

Modifiable item chassis can have their rarity upgraded over time. An item can only be upgraded by someone proficient with the appropriate tools, and it can only be upgraded one rarity step at a time. Modifying a chassis takes eight hours and requires an ability check with the appropriate tool. The DC for the check is determined by the rarity to which the chassis is being upgraded, as shown in the Installation/Removal DC by Rarity table above. Additionally, upgrading the rarity of a chassis requires an appropriate rare material, as discussed in the Crafting downtime activity. Upgrading a modifiable item chassis has no effect on any modifications currently installed in the chassis.

On a success, the modifiable item chassis is upgraded to the new rarity. On a failure, the modifiable item chassis is not upgraded, you must wait 24 hours before you can try again, and you must roll a d20. If you roll a 1 on the d20, one currently installed modification is destroyed. If the chassis has more than one modification installed, the GM should determine which modification is destroyed randomly.

COLOR CRYSTALS

In addition to the modifications unique to themselves, all lightweapons come with a slot for a color crystal. Typically, newly created lightweapons come with one of the more common color variants, such as green, blue, or red. Occasionally, a character might come across a more scarce color crystal. When determining what color crystal a lightweapon comes with, the GM can choose for the player, or have the player make a universal forcecasting ability check with proficiency. The result of the check affects the color of the crystal, as shown below in the Forcecasting Color Crystal Modifier table.

Forcecasting Color Crystal Modifier

Forcecasting Ability Check DC	d100 Roll Item modifier
1	-15
5	-10
10	-5
15	0
20	+5
25	+10
30	+20

The **d100 Roll Modifier** is added to the percentile dice rolled for the Color Crystal table, which is discussed below.

Once a player has made their forcecasting ability check to discover a lightweapon color crystal, the player rolls percentile dice and consults the Color Crystal table below, applying a modifier based on the result of their forcecasting ability check.

Color Crystal

d100	Crystal Color	d100	Crystal Color
1-20	Blue	91-93	Viridian
21-40	Red	94-96	Cyan
41-60	Green	97	Bronze
61-70	Yellow	98	Silver
71-80	Purple	99	White
81-90	Orange	100+	Black

This table includes the most common and desirable color crystals. More extensive options can be awarded at the discretion of the GM.

A player can choose the color crystal that is the result of their percentile dice rolled, or they can choose one that falls below it. For instance, if the player rolls a 91 and finds a viridian color crystal, they could instead choose a yellow color crystal, as if they had rolled a 63.

AUGMENTS

Augments are intended to offer features universal across items, such as an increase to an ability score or augmenting a class feature.

You can't have two of the same augment in a single chassis, but you can have multiples of an augment, each in its own chassis.

Installing Augments in Other Items. Additionally, a character proficient in tinker's implements can add modification slots for augments to items that lack them. First, the character must spend one uninterrupted hour tinkering with the item, which can be done over a short rest, with their tinker's implements. The character must then make an ability check with tinker's implements. On a result of less than 20, the item gains no augment slots, and you must wait 24 hours before you can try again. On a result of 20 or higher, the item gains one augment slot, to a maximum of one augment slot. On a result of 30 or higher, the item gains a two augment slots, to a maximum of two augment slots. Adding augment slots to an item causes that item to require attunement, if it didn't already. An item can't support augments of higher rarity than the item's rarity.

VARIANT: COMMON MODIFICATIONS

Modifying equipment is a common expectation of adventurers foraying through the worlds of *Star Wars*. This rule treats all potential modifiable items—that is, the eight categories listed in this chapter—as unmodified standard rarity chassis. For example, every unenhanced blaster you find while adventuring, or for sale in a market, comes with vacant modification slots for blaster modifications.

Additionally, all modifications of standard rarity should be available for purchase from appropriate vendors without using the Buying Enhanced Items downtime activity.

Note that all chassis of premium or higher rarity should still be treated as enhanced items for the purposes of distribution.

CYBERNETIC AUGMENTATIONS

Some characters are dissatisfied with their inborn gifts, while some are simply looking to augment their natural prowess. The less fortunate, however, might find themselves missing a limb. For all of these characters, cybernetic augmentations suit a purpose.

AUGMENTING CREATURES

Augmenting a creature with cybernetic enhancements requires three key components: a valid target for the augmentation, an augmentation to install, and biotech's implements. A creature can only be modified by someone with proficiency in biotech's implements.

VALID TARGETS

Typically, only beasts and humanoids are valid targets for augmentations. A creature can support a number of cybernetic augmentations equal to their proficiency bonus.

AUGMENTATION TIME

It takes 8 hours to install an augmentation in a Medium creature. The time it takes to install an augmentation in a creature of another size varies based on the size of the target, as shown below in the Creature Size Time Modifier table below.

Creature Size Time Modifier

Creature Size	Time Modifier
Tiny	x 0.25
Small	x 0.5
Medium	x 1
Large	x 2
Huge	x 5
Gargantuan	x 10

For instance, to install an augmentation in a Medium creature takes 8 hours. To install an augmentation in a Huge creature, however, it takes 40 hours (5 x 8).

The installer works 8 hours per day. It costs 100 credits per hour if the operation is performed by an NPC.

SIDE EFFECTS

In addition to the side effects associated with each augmentation, your body undergoes changes, depending on how many augmentations you adopt, as shown below in the Cybernetic Augmentation Side Effects table.

Cybernetic Augmentation Side Effects

Number of Augmentations	Side Effect
2	You have disadvantage on saving throws against effects that deal ion damage.
4	You have vulnerability to ion damage.
6	You count as a droid for powers that affect only droids or constructs.

INSTALLING AUGMENTATIONS

In addition to the time and cost requirement, installing an augmentation requires an ability check with biotech's implements. The DC for the check is determined by the rarity of the augmentation being installed, as shown in the Installation/Removal DC by Rarity table on page __.

On a success, the augmentation is correctly installed. On a failure, the augmentation is not installed, the time and credits are spent, and you must wait 24 hours before you can try again. Additionally, on a failure, the recipient suffers another effect, depending on the type of augmentation installed:

- **Enhancement:** On a failure, the recipient suffers one level of exhaustion.
- **Replacement:** On a failure, the recipient loses the ability to use the part being replaced for a period of time equal to the time it would take to install the replacement. For instance, to install an arm replacement in a Huge creature it takes 40 hours, performed over five days. If, at the end of the five day period, the installer fails the ability check with biotech's implements, the Huge creature loses the ability to use that arm for five days.

REMOVING AUGMENTATIONS

Removing an augmentation takes half the time and credits it would to install, and requires an ability check with biotech's implements. The DC for the check is determined by the rarity of the augmentation being removed, as shown in the Installation/Removal DC by Rarity table on page __.

On a success, the augmentation is removed and salvaged. On a failure, the augmentation is removed but destroyed.

Additionally, if removing a replacement augmentation, the recipient loses the ability to use the missing part until it receives another suitable replacement.

AUGMENTATION CATEGORIES

Two major categories of cybernetic augmentations exist in the galaxy: enhancements and replacements.

ENHANCEMENTS

Enhancements bestowed new abilities or improved the recipient in some fashion. Enhancements included skeletal reinforcement, subcutaneous communications hardware, and weapon mounts. Some enhancements have visible external components, while others were hidden beneath the skin.

REPLACEMENTS

Replacements are prosthetic or artificial units intended to replace limbs and damaged organs. Common replacements provided no benefits other than duplicating the essential functions of their biological counterparts. In appearance, a cybernetic replacement could be recognizably artificial or virtually indistinguishable from the real thing.

DROID CUSTOMIZATIONS

Droids vary in form and function. Beyond simply their droid classification and subtype, many droids—or their owners—crave further customizability. Droid customizations are designed for this purpose.

CUSTOMIZING DROIDS

Customizing a droid with droid-specific equipment requires three key components: a droid with a valid slot for the equipment, a piece of equipment to install, and astrotech's implements. A droid can only be customized by someone with proficiency in astrotech's implements.

VALID TARGETS

Only droids are valid targets for droid customizations. A droid's motor can support two droid customizations, and can be upgraded to support up to six customizations.

CUSTOMIZATION TIME

It takes 8 hours to install a customization in a Medium droid. The time it takes to install a customization in a droid of another size varies based on the size of the target, as shown in the Droid Size Time Modifier table below.

Droid Size Time Modifier

Droid Size	Time Modifier
Tiny	x 0.25
Small	x 0.5
Medium	x 1
Large	x 2
Huge	x 5
Gargantuan	x 10

For instance, to install a customization in a Medium droid takes 8 hours. To install an augmentation in a Huge droid, however, it takes 40 hours (5 x 8).

The installer works 8 hours per day. It costs 100 credits per hour if the operation is performed by an NPC.

MOTOR UPGRADING

A droid's motor can be upgraded to support more customizations, up to a maximum of six customizations. To upgrade the motor in a Medium droid, it takes 8 hours and a number of credits depending on the total number of slots the upgraded motor grants, as shown below in the Total Slots Upgrade Cost table.

Total Slots Upgrade Cost

Total Slots	Upgrade Cost
3	2,000 cr
4	10,000 cr
5	50,000 cr
6	200,000 cr

The time and cost it takes to upgrade a motor in a droid of another size varies based on the size of the target, as shown in the Droid Size Time Modifier table.

For instance, to upgrade a Medium droid's motor from 2 slots to 3 slots, it takes 8 hours and 2,000 cr. To upgrade a Huge droid's motor from 3 slots to 4 slots, however, it takes 40 hours (5 x 8) and 50,000 cr (5 x 10,000).

The installer works 8 hours a day. It costs 100 credits per hour if the operation is performed by an NPC.

INSTALLING CUSTOMIZATIONS

In addition to the time and cost requirement, installing a customization requires an ability check with astrotech's implements. The DC for the check is determined by the rarity of the customization being installed, as shown in the Installation/Removal DC by Rarity table on page __.

On a success, the customization is correctly installed. On a failure, the customization is not installed, the time and credits are spent, and you must wait 24 hours before you can try again.

REMOVING CUSTOMIZATIONS

Removing a customization takes half the time and credits it would to install, and requires an ability check with astrotech's implements. The DC for the check is determined by the rarity of the customization being removed, as shown in the Installation/Removal DC by Rarity table on page __.

On a success, the customization is removed and salvaged. On a failure, the customization is removed but destroyed.

CUSTOMIZATION CATEGORIES

Two major categories of droid customizations exist in the galaxy: parts and protocols.

PARTS

Parts typically enhance or replace the features of a droid. Additional arms, integrated shield generators or weapons, or built-in repulsor lifts. You can't have more parts than your Strength, Dexterity or Constitution modifier (your choice, minimum of one).

PROTOCOLS

Protocols bestow new abilities or improvements on the target droid. Typically, they take the shape of systems improvements and offer no visible indication that they exist. You can't have more protocols than your Intelligence, Wisdom, or Charisma modifier (your choice, minimum of one).

CHAPTER 8: TOOL PROFICIENCIES

TOOL PROFICIENCIES ARE A USEFUL WAY TO HIGHLIGHT A character's background and talents. At the game table, though, the use of tools sometimes overlaps with the use of skills, and it can be unclear how to use them together in certain situations. This section offers various ways that tools can be used in the game.

To make tool proficiencies more attractive choices for the characters, you can use the methods outlined below.

TOOL DESCRIPTIONS

The following sections go into detail about the tools presented in Chapter 5, as well as those present in the *Player's Handbook*, offering advice on how to use them in a campaign.

The first paragraph in each description gives details on what a set of tools is made up of. A character who is proficient with a tool knows how to use all of its component parts.

SKILLS

Every tool potentially provides bonuses on a check when used in conjunction with certain skills, provided a character is proficient with both the tool and the skill. Each tool grants bonuses to three skills.

With respect to skills, the system is mildly abstract in terms of what a tool proficiency represents; essentially, it assumes that a character who has proficiency with a tool also has learned about facets of the trade or profession that are not necessarily associated with the use of the tool.

Advantage. If the use of a tool and the use of a skill both apply to a check, and a character is proficient with the tool and the skill, consider allowing the character to make the check with advantage. This simple benefit can go a long way toward encouraging players to pick up tool proficiencies. In the tool descriptions that follow, this benefit is often expressed as additional insight (or something similar), which translates into an increased chance that the check will be a success.

Added Benefit. Additionally, consider giving characters who have both a relevant skill and a relevant tool proficiency an added benefit on a successful check. This benefit might be in the form of more detailed information or could simulate the effect of a different sort of successful check. For instance, a character proficient with constructor's implements makes a successful Wisdom (Perception) check to find a secret door in a wall. Not only does the character notice the door's presence, but you decide that the tool proficiency entitles the character to an automatic success on an Intelligence (Investigation) check to determine how to open the door.

OTHER TOOLS

Additionally, at the GM's discretion, certain tools might grant bonuses when used in conjunction with another tool, provided a character is proficient with both. For instance, if a character is proficient with both munitions kits and armstech's implements, you might grant them advantage on checks they make with either tool.

SPECIAL USE

Proficiency with a tool usually brings with it a particular benefit in the form of a special use, as described in this paragraph. During a short or long rest, you can only activate the special use of one of your tools.

SAMPLE DCS

A table at the end of each section lists activities that a tool can be used to perform, and suggested DCs for the necessary ability checks.

Item Specific Tools

Tool	Uses
Archaeologist kit	—
Armormech's implements	Armor, shields
Armstech's implements	Blasters, vibroweapons
Artificer's implements	Focus generators, holocrons, lightweapons
Artillerist's kit	Turrets
Artist's implements	Artwork, sculptures
Astrotech's implements	Droid customizations, droids
Audiotech's implements	
Bioanalysis kit	Antitoxins
Biochemist's kit	Adrenals, medpacs, stimpacs
Biotech's implements	Cybernetic augmentations
Brewer's kit	Alcohol
Chef's kit	Food
Constructor's implements	Buildings and structures
Cybertech's implements	Datacrons, wristpads
Demolitions kit	Explosives
Disguise kit	Disguises
Forgery kit	Falsified documents
Gadgeteer's implements	Barriers, gadgets, jetpacks
Gaming set	—
Geneticist's implements	Genetic mutations
Jeweler's implements	Jewelry
Mechanic's kit	Starships, vehicles
Munitions kit	Ammunition
Musical instrument	—
Poisoner's kit	Poisons
Scavenging kit	—
Security kit	Containers, locks
Slicer's kit	Computers, software
Spicer's kit	Substances
Surveyor's implements	Maps
Synthweaver's implements	Clothing, footwear
Tinker's implements	Augments, trinkets

Tools by Item

Item	Tool
Adrenals	Biochemist's kit
Ammunition	Munitions kit
Armor	Armormech's tools
Artisan's implements	Tinker's implements
Augments	Tinker's implements
Barding	Armormech's kit
Barriers	Gadgeteer's implements
Belts	Gadgeteer's implements Synthweaver's implements
Blasters	Armstech's implements
Blueprints	Determined by the tool that creates the result of the blueprint
Boots	Armormech's implements
Buildings	Constructor's kit
Capes	Synthweaver's implements
Catalyzers	Cybertech's implements
Circlets	Jeweler's implements
Cloaks	Synthweaver's implements
Clothes	Synthweaver's implements
Computer spikes	Slicer's kit
Cowls	Synthweaver's implements
Cybernetic augmentations	Biotech's implements
Datacrons	Cybertech's implements
Droid customizations	Astrotech's implements
Droids	Astrotech's implements
Explosives	Demolitions kit
Focus generators	Artificer's implements
Footwear	Synthweaver's implements
Gaming sets	Tinker's implements
Gauntlets	Armormech's tools
Goggles	Gadgeteer's implements
Helmets	Armormech's implements

Item	Tool
Holocrons	Artificer's implements
Jetpack	Gadgeteer's implements
Lightweapons	Artificer's implements
Mantles	Synthweaver's implements
Medpacs	Biochemist's kit
Modifications	Determined by the chassis's governing tool
Musical instruments	Audiotech's implements
Necklaces	Jeweler's implements
Pants	Synthweaver's implements
Pauldrons	Armormech's implements
Poisons	Poisoner's kit
Repair kit	Astrotech's implements
Rings	Jeweler's implements
Robes	Synthweaver's implements
Rocket boots	Gadgeteer's implements
Rocketpack	Gadgeteer's implements
Security spike	Security kit
Shields	Armormech's implements
Specialist kits	Tinker's implements
Starships	Mechanic's kit
Stimpacs	Biochemist's kit
Substances	Brewer's kit Spicer's kit
Teleporters	Tinker's implements
Tunics	Synthweaver's implements
Turrets	Artillerist's kit
Vambraces	Armormech's implements
Vehicles	Mechanic's kit
Vibroweapons	Armstech's implements
Wristpads	Cybertech's implements

ALCHEMIST'S KIT

Tool description.

SKILL 1
Skill and tool description interaction.

SKILL 2
Skill and tool description interaction.

SKILL 3
Skill and tool description interaction.

FEATURE
Feature that utilizes the tool in some capacity.

Sample Activities

Activity	DC
Activity description	xx

ARCHAEOLOGIST KIT

This kit contains instruments used to carefully collect crystals, gems, relics, and other heirlooms. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to classify, collect, and polish gems and relics.

SURVIVAL
When searching in the wild, you can more easily search for places that might house relics.

INVESTIGATION
You can easily spot the location of potential gemstones or other precious relics.

PERSUASION
When bartering while precious stones or relics are involved, you can more easily negotiate a fair price.

CRYSTAL ENHANCEMENT
Over the course of a short or long rest, you can make a DC 15 archaelogist kit check to temporarily improve a lightweapon or focus generator. To use this benefit, you must have archaelogist kit with you, and the object must be within reach. On a success, once before your next short or long rest, a character wielding this lightweapon can gain a bonus to one weapon damage roll, or focus generator can gain a bonus to one force damage or healing roll. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Appraise a gemstone or relic	20

ARMORMECH'S IMPLEMENTS

Armormech's implements include all of the necessary components to allow you to work raw materials to craft or repair damage to armor and shields.

LORE
Your expertise lends you additional insight when examining armor and shields.

INVESTIGATION
You can spot clues and make deductions that others might overlook when an investigation involves armor and shields.

STEALTH
Your greater understanding of armor you—or your allies—wear allows for more cautious movement.

BOOST ARMOR
Over the course of a short or long rest, you can make a DC 15 armormech's implements check to temporarily improve a suit of armor or a shield. To use this benefit, you must have armormech's implements with you, and the object must be within reach. On a success, once before your next short or long rest, a character wearing this armor or wielding this shield can gain a bonus to AC against one attack. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Repair a suit of armor or a shield	15
Sunder a suit of armor or a shield	10

ARMSTECH'S IMPLEMENTS

Armstech's implements include all of the necessary components to allow you to work raw materials to craft or repair damage to blasters and vibroweapons.

LORE

Your expertise lends you additional insight when examining blasters and vibroweapons.

INVESTIGATION

You can spot clues and make deductions that others might overlook when an investigation involves blasters and vibroweapons.

TECHNOLOGY

You can more readily identify an enhanced blaster or vibroweapons properties.

AMPLIFY WEAPON

Over the course of a short or long rest, you can make a DC 15 arsmtech's implements check to temporarily improve a blaster or vibroweapon. To use this benefit, you must have arsmtech's implements with you, and the object must be within reach. On a success, once before your next short or long rest, a character wielding this weapon can gain a bonus to one weapon attack. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Repair a blaster or vibroweapon	15
Sunder a blaster or vibroweapon	10

ARTIFICER'S IMPLEMENTS

Artificer's implements include all of the necessary components to allow you to craft and repair focus generators, holocrons, and lightweapons.

INSIGHT

You have greater intuition when dealing with spirits trapped in holocrons.

LORE

Your expertise lends you additional insight when determining the origin and age of lightweapons.

TECHNOLOGY

Your knowledge grants you greater understanding when reverse engineering lightweapon or focus generator item modifications.

LENS IMPROVEMENT

Over the course of a short or long rest, you can make a DC 15 artificer's implements check to temporarily improve a lightweapon or focus generator. To use this benefit, you must have artificer's implements with you, and the object must be within reach. On a success, once before your next short or long rest, a character wielding this lightweapon can gain a bonus to one weapon attack roll, or focus generator can gain a bonus to one force attack roll. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Disassemble a lightweapon	20
Repair a lightweapon	15
Sunder a lightweapon	10

ARTILLERIST'S KIT

Artillerist's kits contains all the necessary equipment to create, repair, and modify turrets.

LORE

Your proficiency allows you to more readily discern the history of any turrets you encounter.

INVESTIGATION AND PERCEPTION

Your experience lets you more readily identify aftermarket modifications in turrets.

TURRET IMPROVEMENTS

Over the course of a short or long rest, you can make a DC 15 artillerist's kit check to temporarily improve a turret. To use this benefit, you must have an artillerist's kit with you, and the object must be within reach. On a success, once before your next short or long rest, this turret can gain a bonus to one attack roll or a bonus to one save DC. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Disable a turret	20
Repair a turret	15

ARTIST'S IMPLEMENTS

Artist's implements include all of the necessary components to create and store art.

LORE

Your expertise aids you in uncovering lore of any sort that is attached to a work of art, such as the mystical properties of a painting or the origins of a strange mural found in a dungeon.

INVESTIGATION AND PERCEPTION

When you inspect a painting or a similar work of visual art, your knowledge of the practices behind creating it can grant you additional insight.

COMMEMORATE EVENT

Over the course of a short or long rest, you can make a DC 15 artist's implements check to create a depiction of an event, person, or other noteworthy object. To use this benefit, you must have artist's implements with you. On a success, you create a rendition that perfectly captures the event in question, provided the event happened no more than one day ago. If you have expertise in the tool, you can instead capture an event that happened no more than one week ago.

Sample Activities

Activity	DC
Paint an accurate portrait	10
Create a painting with a hidden message	20

ASTROTECH'S IMPLEMENTS

Astrotech's implements include all of the necessary components to create droid customizations, assemble droids, and modify assembled droids.

INVESTIGATION

Your discerning eye, coupled with your experience with your tools, lets you identify droids that have aftermarket part customizations installed.

LORE

Your expertise lets you determine the product line, model, and class of a droid.

TECHNOLOGY

Your knowledge lets you determine whether a droid has been modified beyond its model specifications, and to what extent.

REPAIR DROID

Over the course of a short or long rest, you can make a DC 15 astrotech's implements check to repair a droid. To use this benefit, you must have a astrotech's implements with you, and droid must be within reach. On a success, for each Hit Die the droid spends to regain hit points, it regains bonus hit points. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Identify a droid's designation	10
Determine if a droid has any modifications	15

AUDIOTECH'S IMPLEMENTS

Audiotech's implements contain all of the tools necessary to build, repair, and tune instruments.

PERFORMANCE

Fundamental knowledge of instruments enhances your ability to capture the attention of others.

INVESTIGATION

Your experience makes it easy for you to identify an instrument, including its age and manufacturer, if the manufacturer is widely known.

LORE

You can accurately appraise the value of an instrument.

TUNE INSTRUMENT

Over the course of a short or long rest, you can make a DC 15 audiotech's implements check to tune or otherwise care for an instrument. To use this benefit, you must have audiotech's implements with you, and the instrument must be within reach. On a success, once before your next short or long rest, you can gain a bonus to one check you make with the instrument. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Appraise an instrument	20
Tune an instrument	15

BIOANALYSIS KIT

A bioanalysis kit includes all of the necessary components to harvest and store plants, as well as identify their uses.

MEDICINE

Your mastery of bioanalysis improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

NATURE AND SURVIVAL

When you travel in the wild, your skill in bioanalysis makes it easier to identify plants and spot sources of food that others might overlook.

HERBAL REMEDIES

Over the course of a short or long rest, you can make a DC 15 bioanalysis kit check to help an ally recover. To use this benefit, you must have a bioanalysis kit with you, and access to local flora. On a success, you can remove one poison or disease from a friendly creature within reach.

SAMPLE ACTIVITIES

Activity	DC
Find plants	15
Identify plants and derivatives	20

BIOCHEMIST'S KIT

A biochemist's kit includes all of the necessary components to create and house standard adrenals, medpacs, and stimpacs.

INVESTIGATION

Proficiency with biochemist's kit allows you to unlock more information on Investigation checks involving adrenals, medpacs, and stimpacs.

PERCEPTION

When you inspect an area for clues, proficiency with biochemist's kit grants additional insight into any chemicals or other substances that might have been used in the area.

SKILL 3

Skill and tool description interaction.

MEDPAC IMPROVEMENT

Over the course of a short or long rest, you can make a DC 15 biochemist's kit check to temporarily improve the potency of one medpac. To use this benefit, you must have a biochemist's kit with you, and the medpac must be within reach. If the medpac is consumed before the end of your next short or long rest, when a creature uses this medpac, they take the maximum instead of rolling.

SAMPLE ACTIVITIES

Activity	DC
Create a traumakit	10
Identify a chemical	10
Create a medpac	15
Create an antidote kit	20

BIOTECH'S IMPLEMENTS

Biotech's implements include all of the necessary components to craft and install cybernetic augmentations in humanoids and beasts.

MEDICINE

Combined with biotech's implements, your medical acumen allows you to better treat the injuries of cybernetically-enhanced patients.

INSIGHT

Your knowledge of cybernetics' functionality grants you improved awareness of the facial ticks of the cybernetically-enhanced.

TECHNOLOGY

Your knowledge and experience lets you identify cybernetic augmentations, and their function.

FEATURE

Feature that utilizes the tool in some capacity.

SAMPLE ACTIVITIES

Activity	DC
Install an augmentation	Varies
Reverse engineer an augmentation	Varies

BREWER'S KIT

Brewer's kit include includes all of the necessary components to ferment and store beer, as well as other alcoholic beverages.

Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create or identify alcoholic beverages.

LORE

Proficiency with brewer's kit gives you additional insight on Intelligence (Lore) checks concerning events that involve alcohol as a significant element.

MEDICINE

This tool proficiency grants additional insight when you treat anyone suffering from alcohol poisoning or when you can use alcohol to dull pain.

PERSUASION

A stiff drink can help soften the hardest heart. Your proficiency with brewer's kit can help you ply someone with drink, giving them just enough alcohol to mellow their mood .

BREWMASTER

Over the course of a short or long rest, you can make a DC 15 brewer's kit check to hone or reduce the addictive properties of an alcoholic beverage within reach. To use this benefit, you must have a brewer's kit, and the alcoholic beverage must be within reach. If a creature consumes the alcoholic beverage before the end of your next short or long rest, they have advantage or disadvantage (your choice) on the saving throws made to avoid the low and addiction.

Sample Activities

Activity	DC
Detect poison or impurities in a drink	10
Identify alcohol	15
Ignore effects of alcohol	20

CHEF'S KIT

This kit includes all of the necessary implements to prepare and serve food to up to six people. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify food. Also, proficiency with this kit is required to create field rations.

LORE

Your knowledge of cooking techniques allow you to assess the social patterns involved in a culture's eating habits.

MEDICINE

When administering treatment, you can transform medicine that is bitter or sour into a pleasing concoction.

SURVIVAL

When foraging for food, you can make do with ingredients you scavenge that others would be unable to transform into nourishing meals.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15 chef's

PREPARE MEALS

As part of a short rest, you can prepare a tasty meal that helps your companions regain their strength. You and up to five creatures of your choice regain 1 extra hit point per Hit Die spent during a short rest, provided you have access to your chef's kit and sufficient food.

During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, chef's kit, and other supplies on hand. The meal serves up to six people, and each person who eats it regains two additional Hit Dice at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.

Sample Activities

Activity	DC
Create a typical meal	10
Spot poison or impurities in food	15
Create a gourmet meal	15

CONSTRUCTOR'S IMPLEMENTS

Constructor's implements include all of the necessary components to build furnitures and structures.

LORE

This tool proficiency aids you in identifying the use and the origin of buildings and structures.

INVESTIGATION/PERCEPTION

You gain additional insight when inspecting areas within structures, because you know tricks of construction that can conceal areas from discovery.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

TEMPORARY SHELTER

As part of a long rest, you can construct a lean-to or a similar shelter to keep your group dry and in the shade for the duration of the rest. Because it was fashioned quickly from whatever wood was available, the shelter collapses 1d3 days after being assembled.

Sample Activities

Activity	DC
:--	:--:
Chisel a small hole in a wall	10
Design a complex structure	15
Find a weak point in a wall	15
Pry apart a door	20

CYBERTECH'S IMPLEMENTS

Cybertech's implements include all of the necessary components to modify and maintain datacrons, gadgets, and wristpads.

LORE

Your knowledge allows you greater insight into the history and origin of datacrons.

INVESTIGATION

Your use of tools allows you to more accurately discern illusions within 5 feet of you for what they are.

TECHNOLOGY

Your expertise grants you greater insight into the enhanced properties of wristpads.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Unlock a datacron	Varies
Disassemble a wristpad	20

DEMOLITIONS KIT

Demolitions kits includes all of the necessary components to create, set, and disarm explosives. It contains a plastic face guard and heavy duty gloves, as well as precision cutting and gripping tools, and various common components of grenades and mines.

LORE

Your knowledge of explosives grants you insight when answering questions about the most effective explosives for a given task.

INVESTIGATION AND PERCEPTION

You gain additional insight when looking for mines and charges, because you have learned a variety of common signs that betray their presence.

AMPLIFY EXPLOSIVE

Over the course of a short or long rest, you can make a DC 15 demolitions kit check to temporarily improve one grenade or mine. To use this benefit, you must have a demolitions kit with you, and the object must be within reach. If the explosive is detonated before the end of your next short or long rest, it deals bonus damage. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Conceal an explosive	15
Disarm a mine	Varies

DISGUISE KIT

Disguise kits includes all of the necessary components to create and apply a disguise. It includes cosmetics, hair dye, and small props that let you create disguises that change your physical appearance, in addition to a tool that lets them holographically mimic clothing.

DECEPTION

In certain cases, a disguise can improve your ability to weave convincing lies.

INTIMIDATION

The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

PERSUASION

Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

CREATE DISGUISE

Over the course of a short or long rest, you can make a DC 15 disguise kit check to craft a disguise that mimics the appearance of a creature you spent at least 1 hour observing. To use this benefit, you must have a disguise kit with you. On a success, you can don or doff this disguise as an action. Additionally, once before your next short or long rest, you can gain a bonus to one check to pass yourself off as that creature. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Cover injuries or distinguishing marks	10
Spot a disguise being used by someone else	15

FORGERY KIT

A forgery kit includes all of the necessary components to craft and identify forged documents, including copying a person's seal or signature.

DECEPTION

A well-crafted forgery, such as papers proclaiming you to be a noble or a writ that grants you safe passage, can lend credence to a lie.

LORE

A forgery kit combined with your knowledge of history improves your ability to create fake historical documents or to tell if an old document is authentic.

INVESTIGATION

When you examine objects, proficiency with a forgery kit is useful for determining how an object was made and whether it is genuine.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

QUICK FAKE
As a part of a short rest, you can produce a forged document no more than one page in length. As a part of a long rest, you can produce a document that is up to four pages long. Your Intelligence check using a forgery kit determines the DC for someone else's Intelligence (Investigation) check to spot the fake.

Sample Activities

Activity	DC
Mimic handwriting	15
Duplicate a seal	20

GADGETEER'S IMPLEMENTS

Tool description.

SKILL 1

Skill and tool description interaction.

SKILL 2

Skill and tool description interaction.

SKILL 3

Skill and tool description interaction.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Activity description	xx

GAMING SET

A gaming set has all the pieces needed to play a specific game or type of game, such as pazaak or sabacc.

LORE

Your mastery of a game includes knowledge of its history, as well as of important events it was connected to or prominent historical figures involved with it.

INSIGHT

Playing games with someone is a good way to gain understanding of their personality, granting you a better ability to discern their lies from their truths and read their mood.

SLEIGHT OF HAND

Sleight of Hand is a useful skill for cheating at a game, as it allows you to swap pieces, palm cards, or alter a die roll. Alternatively, engrossing a target in a game by manipulating the components with dexterous movements is a great distraction for a pickpocketing attempt.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Catch a player cheating	15
Gain insight into an opponent's personality	15

GENETICIST'S IMPLEMENTS

Tool description.

SKILL 1
Skill and tool description interaction.

SKILL 2
Skill and tool description interaction.

SKILL 3
Skill and tool description interaction.

FEATURE
Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Activity description	xx

JEWELER'S IMPLEMENTS

Jeweler's implements include all of the necessary components to identify and refine gemstones.

LORE
Proficiency with jeweler's implements grants you knowledge about the reputed mystical uses of gems. This insight proves handy when you make Lore checks related to gems or gem-encrusted items.

INVESTIGATION
When you inspect jeweled objects, your proficiency with jeweler's implements aids you in picking out clues they might hold.

TECHNOLOGY
Your combined experience lets you refine gemstones for use with greater efficiency.

FEATURE
Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Modify a gem's appearance	15
Determine a gem's history	20

MECHANIC'S KIT

This kit contains all of the commonly required tools to make repairs on constructs, such as ships, speeders, and turrets. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to perform repairs or install ship upgrades.

LORE
Your skill allows you to more readily discern the make and model of vehicle and ship parts.

INVESTIGATION
Your experience lets you more readily identify aftermarket modifications in vehicles and ships.

TECHNOLOGY
Your experience grants you greater insight when conducting repairs on ships or vehicles.

FEATURE
Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

QUICK FIXER
When you are interrupted while you are conducting repairs on a vehicle or ship, reduce the required time by half as long as you are present during the entirety of the repairs.

Sample Activities

Activity	DC
Restoring power to a damaged vehicle	15
Disassembling a vehicle's engine	20

MUNITIONS KIT

This kit contains the necessary tools to create ammunition for blasters, as well as devices to hone lightweapons and vibroweapons.

SKILL 1

Skill and tool description interaction.

SKILL 2

Skill and tool description interaction.

SKILL 3

Skill and tool description interaction.

HONE WEAPON

Over the course of a short or long rest, you can make a DC 15 munitions kit check to temporarily improve a blaster or vibroweapon. To use this benefit, you must have munitions kit with you, and the object must be within reach. On a success, once before your next short or long rest, a character wielding this weapon can gain a bonus to one weapon damage roll. This bonus is a die, with a maximum value equal to your proficiency bonus. If you have expertise in the tool, this die's maximum is instead equal to twice your proficiency bonus.

Sample Activities

Activity	DC
Mimic handwriting	15
Duplicate a seal	20

MUSICAL INSTRUMENTS

A musical instrument includes all of the necessary components to play it, as well as a few songs commonly performed with that instrument.

LORE

Your expertise aids you in recalling lore related to your instrument.

PERFORMANCE

Your ability to put on a good show is improved when you incorporate an instrument into your act.

SKILL 3

Skill and tool description interaction.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Identify a tune	10
Subtly manipulate the emotions of your audience	15
Improvise a tune	20

POISONER'S KIT

A poisoner's kit includes all of the necessary components to craft and store poisons.

INVESTIGATION

Your knowledge of poisons has taught you to handle those substances carefully, giving you an edge when you inspect poisoned objects or try to extract clues from events that involve poison.

MEDICINE

When you treat the victim of a poison, your knowledge grants you added insight into how to provide the best care to your patient.

NATURE

Working with poisons enables you to acquire lore about which plants and animals are poisonous.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15 poisoner's kit check to temporarily improve the potency of one dose of poison. To use this benefit, you must have a poisoner's kit, and the poison must be within reach. If the poison is applied before the end of your next short or long rest, its DC becomes 8 + your proficiency bonus + your Intelligence modifier, and it deals extra poison damage equal to your Intelligence modifier.

Sample Activities

Activity	DC
Spot a poisoned object	10
Determine the effects of poison	20

SCAVENGING KIT

This kit contains the necessary implements to harvest and scavenge ores and metals.

SKILL 1

Skill and tool description interaction.

SKILL 2

Skill and tool description interaction.

SKILL 3

Skill and tool description interaction.

HONE BLADE

Over the course of a short or long rest, you can make a DC 15 scavenging kit check to temporarily hone the edge of a vibroweapon. To use this benefit, you must have a scavenging kit, and the vibroweapon must be within reach. The first time a character deals damage with the vibroweapon before the end of your next short or long rest, and it deals extra damage equal to your Intelligence modifier of the same type it would normally deal.

Sample Activities

Activity	DC
Activity description	xx

SECURITY KIT

A security kit include all of the necessary components to set or disarm locks and traps.

LORE

Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

INVESTIGATION AND PERCEPTION

You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

SET A TRAP

Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

Sample Activities

Activity	DC
Pick a moderate lock	15
Disable a trap	Varies

SLICER'S KIT

A slicer's kit includes all of the necessary components to interface with and disarm digital securities.

LORE

Your knowledge of digital securities grants you insight when answering questions about them.

INVESTIGATION

You gain additional insight when looking for digital securities when using computers and terminals.

TECHNOLOGY

Your knowledge of common digital security types makes it easier for you to identify them.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Identify a hidden security routine	15
Reprogram a security routine	20

SPICER'S KIT

Spicer's kit include all of the necessary components to refine and create illicit substances.

SKILL 1

Skill and tool description interaction.

SKILL 2

Skill and tool description interaction.

SKILL 3

Skill and tool description interaction.

SLYTHMONGER

Over the course of a short or long rest, you can make a DC 15 spicer's kit check to temporarily hone or reduce the addictive properties of a spice within reach. To use this benefit, you must have a spicer's kit, and the spice must be within reach. If a creature consumes the spice before the end of your next short or long rest, they have advantage or disadvantage (your choice) on the saving throws made to avoid the low and addiction.

Sample Activities

Activity	DC
Activity description	xx

SURVEYOR'S IMPLEMENTS

Surveyor's implements include all of the necessary components to draw and store maps.

LORE

You can use your knowledge of maps and locations to unearth more detailed information. For instance, you might spot hidden messages in a map, identify when the map was made to determine if geographical features have changed since then, and so forth.

NATURE

Your familiarity with physical geography makes it easier for you to answer questions or solve issues relating to the terrain around you.

SURVIVAL

Your understand of geography makes it easier to find paths to civilization, to predict reas where towns might be found, and to avoid becoming lost. You have studied so many maps that common patterns, such as how trade routes evolve and where settlements arise in relation to gegraphic locations, are familiar to you.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Determine a map's age and origin	10
Estimate direction and distance to a landmark	15
Discern that a map is fake	15
Fill in a missing part of a map	20

SYNTHWEAVER'S IMPLEMENTS

Synthweaver's implements include all of the necessary components to craft and repair clothing and boots.

LORE

Your expertise lends you additional insight when examining clothes and boots.

INVESTIGATION

Using your knowledge of the process of creating cloth objects, you can spot clues and make deductions that others would overlook when you examine tapestries, upholstery, clothing, and other woven items, or examining the wear of clothing and boots.

SKILL 3

Skill and tool description interaction.

HIDDEN COMPARTMENT

Over the course of a short or long rest, you can make a DC 15 synthweaver's implements check to add a hidden compartment to a pair of boots or an article of clothing. The compartment can hold an object up to 3 inches long and 1 inch wide and deep. The DC to find the hidden compartment is equal to 8 + your bonus to checks with synthweaver's implements at the time of creation.

Sample Activities

Activity	DC
Repurpose or mend a cloth	10
Tailor an outfit	15
Find a hidden compartment in clothing	15

TINKER'S IMPLEMENTS

Tinker's implements include all of the necessary components to craft and repair augments and minor trinkets.

LORE

You can determine the age and origin of objects, even if you have only a few pieces remaining from the original.

INVESTIGATION/PERCEPTION

You are more effective at identifying traps concealed by debris.

SLEIGHT OF HAND

You are more effective at hiding traps that you place.

MULTITOOL

You can use tinker's implements as other tools with which you are proficient. You still make the ability check with the other tool, but you do not require a physical set of the other tools. If you have expertise in the other tools, you must also have expertise in tinker's implements to gain the benefit of that expertise when using tinker's implements in this way.

REPAIR TRINKETS

With access to your tools, you can repair small items. For any object, you need access to raw materials required to repair it.

Sample Activities

Activity	DC
Temporarily repair a disabled device	10
Repair an item in half the time	15
Improvise an item using scraps	20

TRAPPER'S KIT

Tool description.

SKILL 1

Skill and tool description interaction.

SKILL 2

Skill and tool description interaction.

SKILL 3

Skill and tool description interaction.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Activity description	xx

WRITER'S IMPLEMENTS

Tool description.

SKILL 1

Skill and tool description interaction.

SKILL 2

Skill and tool description interaction.

SKILL 3

Skill and tool description interaction.

FEATURE

Feature that utilizes the tool in some capacity.

Over the course of a short or long rest, you can make a DC 15

Sample Activities

Activity	DC
Activity description	xx

ADVENTURING GEAR

Item	Rarity
Blueprint (Standard)	Standard
Datacron Mk I	Standard
Holocron (Novice)	Standard
Tool (Basic)	Standard
Atmospheric Decanting Vessel	Premium
Blueprint (Premium)	Premium
Datacron Mk II	Premium
Holocron (Apprentice)	Premium
Tool (Fine)	Premium
Blueprint (Prototype)	Prototype
Datacron Mk III	Prototype
Holocron (Journeyman)	Prototype
Tool (Improved)	Prototype
Blueprint (Advanced)	Advanced
Datacron Mk IV	Advanced
Holocron (Adept)	Advanced
Tool (Superior)	Advanced
Blueprint (Legendary)	Legendary
Datacron Mk V	Legendary
Holocron (Master)	Legendary
Tool (Exceptional)	Legendary
Blueprint (Artifact)	Artifact
Datacron Mk VI	Artifact
Holocron (Ancient)	Artifact
Tool (Champion)	Artifact

ATMOSPHERIC DECANTING VESSEL

Adventuring gear, premium

This metal jug appears to be able to hold a gallon of liquid and weighs 12 pounds whether full or empty.

You can use an action and name one liquid from the table below to cause the jug to produce the chosen liquid. Afterward, you can open the jug as an action and pour that liquid out, up to 2 gallons per minute. The maximum amount of liquid the jug can produce depends on the liquid you named.

Once the jug starts producing a liquid, it can't produce a different one, or more of one that has reached its maximum, until the next dawn.

Liquid	Quantity	Liquid	Quantity
Acid	8 ounces	Condiment	2 gallons
Alcohol, strong	1 gallon	Lubricant	1 quart
Alcohol, weak	4 gallons	Water, potable	8 gallons
Basic poison	1/2 ounce	Water, stagnant	12 gallons

Most liquids one might desire curiously only involve a handful of elements. This device collects a reservoir of them to recreate a selection of such liquids on demand.

BLUEPRINT (ADVANCED)

Adventuring gear, advanced

This blueprint contains information regarding the raw and rare materials, tools, and steps required to craft an item of advanced rarity. Over the course of 1 hour, which can be done during a short rest, a character can attempt to learn the blueprint. If they do so, they must make a DC 22 Intelligence check with the appropriate tools. On a success, the blueprint for the item is learned. On a failure, the blueprint is not learned, and the character must wait 24 hours before they can try again.

Blueprints contain the secrets of how to craft items of a more complex nature.

BLUEPRINT (ARTIFACT)

Adventuring gear, artifact

This blueprint contains information regarding the raw and rare materials, tools, and steps required to craft an item of artifact rarity. Over the course of 1 hour, which can be done during a short rest, a character can attempt to learn the blueprint. If they do so, they must make a DC 30 Intelligence check with the appropriate tools. On a success, the blueprint for the item is learned. On a failure, the blueprint is not learned, and the character must wait 24 hours before they can try again.

Blueprints contain the secrets of how to craft items of a more complex nature.

BLUEPRINT (LEGENDARY)

Adventuring gear, legendary

This blueprint contains information regarding the raw and rare materials, tools, and steps required to craft an item of legendary rarity. Over the course of 1 hour, which can be done during a short rest, a character can attempt to learn the blueprint. If they do so, they must make a DC 26 Intelligence check with the appropriate tools. On a success, the blueprint for the item is learned. On a failure, the blueprint is not learned, and the character must wait 24 hours before they can try again.

Blueprints contain the secrets of how to craft items of a more complex nature.

BLUEPRINT (PREMIUM)

Adventuring gear, premium

This blueprint contains information regarding the raw and rare materials, tools, and steps required to craft an item of premium rarity. Over the course of 1 hour, which can be done during a short rest, a character can attempt to learn the blueprint. If they do so, they must make a DC 14 Intelligence check with the appropriate tools. On a success, the blueprint for the item is learned. On a failure, the blueprint is not learned, and the character must wait 24 hours before they can try again.

Blueprints contain the secrets of how to craft items of a more complex nature.

BLUEPRINT (PROTOTYPE)

Adventuring gear, prototype

This blueprint contains information regarding the raw and rare materials, tools, and steps required to craft an item of prototype rarity. Over the course of 1 hour, which can be done during a short rest, a character can attempt to learn the blueprint. If they do so, they must make a DC 18 Intelligence check with the appropriate tools. On a success, the blueprint for the item is learned. On a failure, the blueprint is not learned, and the character must wait 24 hours before they can try again.

Blueprints contain the secrets of how to craft items of a more complex nature.

BLUEPRINT (STANDARD)

Adventuring gear, standard

This blueprint contains information regarding the raw and rare materials, tools, and steps required to craft an item of standard rarity. Over the course of 1 hour, which can be done during a short rest, a character can attempt to learn the blueprint. If they do so, they must make a DC 10 Intelligence check with the appropriate tools. On a success, the blueprint for the item is learned. On a failure, the blueprint is not learned, and the character must wait 24 hours before they can try again.

Blueprints contain the secrets of how to craft items of a more complex nature.

DATACRON MK I

Adventuring gear, standard

This datacron contains a single at-will tech power. After tinkering with the datacron for at least 2 hours, a techcaster with a Max Power Level of 1st or higher can make a DC 10 techcasting ability check with proficiency. On a success, they learn the contained tech power, which does not count against their tech powers known. On a failure, the power is not learned and the techcaster can't try again for 24 hours.

Datacrons are encrypted storage devices that contain an interactive projection, and are used to store high-value, sensitive information.

DATACRON MK II

Adventuring gear, premium

This datacron contains a single 1st-level tech power. After tinkering with the datacron for at least 4 hours, a techcaster with a Max Power Level of 1st or higher can make a DC 14 techcasting ability check with proficiency. On a success, they learn the contained tech power, which does not count against their tech powers known. On a failure, the power is not learned and the techcaster can't try again for 24 hours.

Datacrons are encrypted storage devices that contain an interactive projection, and are used to store high-value, sensitive information.

DATACRON MK III

Adventuring gear, prototype

This datacron contains a single 3rd-level tech power, or multiple powers of 1st-2nd level with a combined level no greater than 3. After tinkering with the datacron for at least 8 hours, a techcaster with a Max Power Level of 3rd or higher can make a DC 18 techcasting ability check with proficiency. On a success, they learn the contained tech power(s), which does not count against their tech powers known. On a failure, the power is not learned and the techcaster can't try again for 24 hours.

Datacrons are encrypted storage devices that contain an interactive projection, and are used to store high-value, sensitive information.

DATACRON MK IV

Adventuring gear, advanced

This datacron contains a single 5th-level tech power, or multiple powers of 1st-4th level with a combined level no greater than 5. After tinkering with the datacron for at least 16 hours, a techcaster with a Max Power Level of 5th or higher can make a DC 22 techcasting ability check with proficiency. On a success, they learn the contained tech power(s), which does not count against their tech powers known. On a failure, the power is not learned and the techcaster can't try again for 24 hours.

Datacrons are encrypted storage devices that contain an interactive projection, and are used to store high-value, sensitive information.

DATACRON MK V

Adventuring gear, legendary

This datacron contains a single 7th-level tech power, or multiple powers of 1st-6th level with a combined level no greater than 7. After tinkering with the datacron for at least 40 hours, a techcaster with a Max Power Level of 7th or higher can make a DC 26 techcasting ability check with proficiency. On a success, they learn the contained tech power(s), which does not count against their tech powers known. On a failure, the power is not learned and the techcaster can't try again for 24 hours.

Datacrons are encrypted storage devices that contain an interactive projection, and are used to store high-value, sensitive information.

DATACRON MK VI

Adventuring gear, artifact

This datacron contains a single 9th-level tech power, or multiple powers of 1st-8th level with a combined level no greater than 9. After tinkering with the datacron for at least 80 hours, a techcaster with a Max Power Level of 9th or higher can make a DC 30 techcasting ability check with proficiency. On a success, they learn the contained tech power(s), which does not count against their tech powers known. On a failure, the power is not learned and the techcaster can't try again for 24 hours.

Datacrons are encrypted storage devices that contain an interactive projection, and are used to store high-value, sensitive information.

HOLOCRON (ADEPT)

Adventuring gear, advanced

This holocron contains a single 5th-level force power, or multiple powers of 1st-4th level with a combined level no greater than 5. After meditating with the holocron for at least 16 hours, a forcecaster with a Max Power Level of 5th or higher can make a DC 22 forcecasting ability check with proficiency based on the alignment of the power(s) stored within. On a success, they learn the contained force power(s), which does not count against their force powers known and can not be unlearned except through use of a *remove curse* power. On a failure, the power is not learned and the forcecaster can't try again for 24 hours.

Holocrons are information-storage devices used by Force-wielders that contain ancient lessons or valuable information in holographic form.

HOLOCRON (ANCIENT)

Adventuring gear, artifact

This holocron contains a single 9th-level force power, or multiple powers of 1st-8th level with a combined level no greater than 9. After meditating with the holocron for at least 80 hours, a forcecaster with a Max Power Level of 9th or higher can make a DC 30 forcecasting ability check with proficiency based on the alignment of the power(s) stored within. On a success, they learn the contained force power(s), which does not count against their force powers known and can not be unlearned except through use of a *remove curse* power. On a failure, the power is not learned and the forcecaster can't try again for 24 hours.

Holocrons are information-storage devices used by Force-wielders that contain ancient lessons or valuable information in holographic form.

HOLOCRON (APPRENTICE)

Adventuring gear, premium

This holocron contains a single 1st-level force power. After meditating with the holocron for at least 4 hours, a forcecaster with a Max Power Level of 1st or higher can make a DC 14 forcecasting ability check with proficiency based on the alignment of the power stored within. On a success, they learn the contained force power, which does not count against their force powers known and can not be unlearned except through use of a *remove curse* power. On a failure, the power is not learned and the forcecaster can't try again for 24 hours.

Holocrons are information-storage devices used by Force-wielders that contain ancient lessons or valuable information in holographic form.

HOLOCRON (JOURNEYMAN)

Adventuring gear, prototype

This holocron contains a single 3rd-level force power, or multiple powers of 1st-2nd level with a combined level no greater than 3. After meditating with the holocron for at least 8 hours, a forcecaster with a Max Power Level of 3rd or higher can make a DC 18 forcecasting ability check with proficiency based on the alignment of the power(s) stored within. On a success, they learn the contained force power(s), which does not count against their force powers known and can not be unlearned except through use of a *remove curse* power. On a failure, the power is not learned and the forcecaster can't try again for 24 hours.

Holocrons are information-storage devices used by Force-wielders that contain ancient lessons or valuable information in holographic form.

HOLOCRON (MASTER)

Adventuring gear, legendary

This holocron contains a single 7th-level force power, or multiple powers of 1st-6th level with a combined level no greater than 7. After meditating with the holocron for at least 40 hours, a forcecaster with a Max Power Level of 7th or higher can make a DC 26 forcecasting ability check with proficiency based on the alignment of the power(s) stored within. On a success, they learn the contained force power(s), which does not count against their force powers known and can not be unlearned except through use of a *remove curse* power. On a failure, the power is not learned and the forcecaster can't try again for 24 hours.

Holocrons are information-storage devices used by Force-wielders that contain ancient lessons or valuable information in holographic form.

HOLOCRON (NOVICE)

Adventuring gear, standard

This holocron contains a single at-will force power. After meditating with the holocron for at least 2 hours, a forcecaster with a Max Power Level of 1st or higher can make a DC 10 forcecasting ability check with proficiency based on the alignment of the power stored within. On a success, they learn the contained force power, which does not count against their force powers known and can not be unlearned except through use of a *remove curse* power. On a failure, the power is not learned and the forcecaster can't try again for 24 hours.

Holocrons are information-storage devices used by Force-wielders that contain ancient lessons or valuable information in holographic form.

TOOL (BASIC)
Adventuring gear, standard
Your level of proficiency in these tools increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

TOOL (CHAMPION)
Adventuring gear, artifact
You have grand mastery in these tools.

TOOL (EXCEPTIONAL)
Adventuring gear, legendary
Your level of proficiency in these tools increases by five steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

TOOL (FINE)
Adventuring gear, premium
Your level of proficiency in these tools increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

TOOL (IMPROVED)
Adventuring gear, prototype
Your level of proficiency in these tools increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

TOOL (SUPERIOR)
Adventuring gear, advanced
Your level of proficiency in these tools increases by four steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

ADVENTURING GEAR (BACK)

Item	Rarity
Back	
Jetpack (Fine)	Premium
Rocketpack (Fine)	Premium
Smugglepack (Fine)	Premium
Jetpack (Improved)	Prototype
Rocketpack (Improved)	Prototype
Smugglepack (Improved)	Prototype
Jetpack (Superior)	Advanced
Rocketpack (Superior)	Advanced
Smugglepack (Superior)	Advanced
Jetpack (Exceptional)	Legendary
Rocketpack (Exceptional)	Legendary
Smugglepack (Exceptional)	Legendary
Jetpack (Champion)	Artifact
Rocketpack (Champion)	Artifact
Smugglepack (Champion)	Artifact

JETPACK (CHAMPION)

Adventuring gear (back), artifact

Jetpacks are personal aerial transportation devices that allow the operator to fly into and through the air with great mobility. Activating or deactivating the jetpack requires a bonus action and, while active, you have a flying speed of 80 feet. The jetpack last for 1 minute per power cell (to a maximum of 20 minutes) and can be recharged by a power source or replacing the power cells.

JETPACK (EXCEPTIONAL)

Adventuring gear (back), legendary

Jetpacks are personal aerial transportation devices that allow the operator to fly into and through the air with great mobility. Activating or deactivating the jetpack requires a bonus action and, while active, you have a flying speed of 70 feet. The jetpack last for 1 minute per power cell (to a maximum of 18 minutes) and can be recharged by a power source or replacing the power cells.

JETPACK (FINE)

Adventuring gear (back), premium

Jetpacks are personal aerial transportation devices that allow the operator to fly into and through the air with great mobility. Activating or deactivating the jetpack requires a bonus action and, while active, you have a flying speed of 40 feet. The jetpack last for 1 minute per power cell (to a maximum of 12 minutes) and can be recharged by a power source or replacing the power cells.

JETPACK (IMPROVED)

Adventuring gear (back), prototype

Jetpacks are personal aerial transportation devices that allow the operator to fly into and through the air with great mobility. Activating or deactivating the jetpack requires a bonus action and, while active, you have a flying speed of 50 feet. The jetpack last for 1 minute per power cell (to a maximum of 14 minutes) and can be recharged by a power source or replacing the power cells.

JETPACK (SUPERIOR)

Adventuring gear (back), advanced

Jetpacks are personal aerial transportation devices that allow the operator to fly into and through the air with great mobility. Activating or deactivating the jetpack requires a bonus action and, while active, you have a flying speed of 60 feet. The jetpack last for 1 minute per power cell (to a maximum of 16 minutes) and can be recharged by a power source or replacing the power cells.

ROCKETPACK (CHAMPION)

Adventuring gear (back), artifact

Rocketpacks combine the aerial transportation of a jetpack with the firepower of a rocket launcher. Activating or deactivating the rocketpack's flight capabilities requires a bonus action and, while active, you have a flying speed of 50 feet. The jetpack last for 1 minute per power cell (to a maximum of 10 minutes) and can be recharged by a power source or replacing the power cells.

Additionally, your rocketpack comes with an enhanced integrated rocket launcher with the Ammunition (range 100/400) and reload 1 properties. Rather than traditional power cells, this rocket launcher fires specialized projectiles in the form of rockets. Whenever you would make a ranged weapon attack, you can instead fire this rocket launcher. When firing a rocket at long range, creatures within the radius of the rocket's explosion have advantage on the saving throw. Reloading this rocket launcher takes 1 minute. You have a +3 bonus to attack rolls and deal an additional 1d10 damage with this enhanced rocket launcher.

ROCKETPACK (EXCEPTIONAL)

Adventuring gear (back), legendary

Rocketpacks combine the aerial transportation of a jetpack with the firepower of a rocket launcher. Activating or deactivating the rocketpack's flight capabilities requires a bonus action and, while active, you have a flying speed of 45 feet. The jetpack last for 1 minute per power cell (to a maximum of 9 minutes) and can be recharged by a power source or replacing the power cells.

Additionally, your rocketpack comes with an enhanced integrated rocket launcher with the Ammunition (range 100/400) and reload 1 properties. Rather than traditional power cells, this rocket launcher fires specialized projectiles in the form of rockets. Whenever you would make a ranged weapon attack, you can instead fire this rocket launcher. When firing a rocket at long range, creatures within the radius of the rocket's explosion have advantage on the saving throw. Reloading this rocket launcher takes 1 minute. You have a +3 bonus to attack rolls and deal an additional 1d8 damage with this enhanced rocket launcher.

ROCKETPACK (FINE)

Adventuring gear (back), premium

Rocketpacks combine the aerial transportation of a jetpack with the firepower of a rocket launcher. Activating or deactivating the rocketpack's flight capabilities requires a bonus action and, while active, you have a flying speed of 30 feet. The jetpack last for 1 minute per power cell (to a maximum of 6 minutes) and can be recharged by a power source or replacing the power cells.

Additionally, your rocketpack comes with an enhanced integrated rocket launcher with the Ammunition (range 100/400) and reload 1 properties. Rather than traditional power cells, this rocket launcher fires specialized projectiles in the form of rockets. Whenever you would make a ranged weapon attack, you can instead fire this rocket launcher. When firing a rocket at long range, creatures within the radius of the rocket's explosion have advantage on the saving throw. Reloading this rocket launcher takes 1 minute. You have a +1 bonus to attack and damage rolls made with this enhanced rocket launcher.

ROCKETPACK (IMPROVED)

Adventuring gear (back), prototype

Rocketpacks combine the aerial transportation of a jetpack with the firepower of a rocket launcher. Activating or deactivating the rocketpack's flight capabilities requires a bonus action and, while active, you have a flying speed of 35 feet. The jetpack last for 1 minute per power cell (to a maximum of 7 minutes) and can be recharged by a power source or replacing the power cells.

Additionally, your rocketpack comes with an enhanced integrated rocket launcher with the Ammunition (range 100/400) and reload 1 properties. Rather than traditional power cells, this rocket launcher fires specialized projectiles in the form of rockets. Whenever you would make a ranged weapon attack, you can instead fire this rocket launcher. When firing a rocket at long range, creatures within the radius of the rocket's explosion have advantage on the saving throw. Reloading this rocket launcher takes 1 minute. You have a +2 bonus to attack and damage rolls made with this enhanced rocket launcher.

ROCKETPACK (SUPERIOR)

Adventuring gear (back), advanced

Rocketpacks combine the aerial transportation of a jetpack with the firepower of a rocket launcher. Activating or deactivating the rocketpack's flight capabilities requires a bonus action and, while active, you have a flying speed of 40 feet. The jetpack last for 1 minute per power cell (to a maximum of 8 minutes) and can be recharged by a power source or replacing the power cells.

Additionally, your rocketpack comes with an enhanced integrated rocket launcher with the Ammunition (range 100/400) and reload 1 properties. Rather than traditional power cells, this rocket launcher fires specialized projectiles in the form of rockets. Whenever you would make a ranged weapon attack, you can instead fire this rocket launcher. When firing a rocket at long range, creatures within the radius of the rocket's explosion have advantage on the saving throw. Reloading this rocket launcher takes 1 minute. You have a +3 bonus to attack and damage rolls made with this enhanced rocket launcher.

SMUGGLEPACK (CHAMPION)

Adventuring gear (back), artifact

This backpack comes with a main compartment that stores 10 lb., not exceeding 1/2 cubic foot. Additionally, it has a hidden storage compartment that stores 10 lb., not exceeding 3/8 cubic foot. Finding the hidden compartment requires a DC 30 Investigation check.

SMUGGLEPACK (EXCEPTIONAL)

Adventuring gear (back), legendary

This backpack comes with a main compartment that stores 11 lb., not exceeding 3/8 cubic foot. Additionally, it has a hidden storage compartment that stores 9 lb., not exceeding 3/8 cubic foot. Finding the hidden compartment requires a DC 27 Investigation check.

SMUGGLEPACK (FINE)

Adventuring gear (back), premium

This backpack comes with a main compartment that stores 14 lb., not exceeding 1/2 cubic foot. Additionally, it has a hidden storage compartment that stores 6 lb., not exceeding 1/4 cubic foot. Finding the hidden compartment requires a DC 18 Investigation check.

SMUGGLEPACK (IMPROVED)

Adventuring gear (back), prototype

This backpack comes with a main compartment that stores 13 lb., not exceeding 1/2 cubic foot. Additionally, it has a hidden storage compartment that stores 7 lb., not exceeding 1/4 cubic foot. Finding the hidden compartment requires a DC 21 Investigation check.

SMUGGLEPACK (SUPERIOR)

Adventuring gear (back), advanced

This backpack comes with a main compartment that stores 12 lb., not exceeding 3/8 cubic foot. Additionally, it has a hidden storage compartment that stores 8 lb., not exceeding 3/8 cubic foot. Finding the hidden compartment requires a DC 24 Investigation check.

ADVENTURING GEAR (BODY)

Item	Rarity
Body	
Tunic Chassis (Standard)	Standard
Clothes, Clandestine (Fine)	Premium
Jedi Padawan's Robe	Premium
Sith Acolyte's Robe	Premium
Tunic Chassis (Premium)	Premium
Clothes, Clandestine (Improved)	Prototype
Jedi Knight's Robe	Prototype
Sith Warrior's Robe	Prototype
Tunic Chassis (Prototype)	Prototype
Clothes, Clandestine (Superior)	Advanced
Jedi Master's Robe	Advanced
Sith Lord's Robe	Advanced
Tunic Chassis (Advanced)	Advanced
Clothes, Clandestine (Exceptional)	Legendary
Tunic Chassis (Legendary)	Legendary
Clothes, Clandestine (Champion)	Artifact
Tunic Chassis (Artifact)	Artifact

CLOTHES, CLANDESTINE (CHAMPION)
Adventuring gear (body), artifact
These clothes come with nine hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 30 Investigation check.

CLOTHES, CLANDESTINE (EXCEPTIONAL)
Adventuring gear (body), legendary
These clothes come with eight hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 27 Investigation check.

CLOTHES, CLANDESTINE (FINE)
Adventuring gear (body), premium
These clothes come with three hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 18 Investigation check.

CLOTHES, CLANDESTINE (IMPROVED)
Adventuring gear (body), prototype
These clothes come with five hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 21 Investigation check.

CLOTHES, CLANDESTINE (SUPERIOR)
Adventuring gear (body), advanced
These clothes come with six hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 24 Investigation check.

JEDI KNIGHT'S ROBE
Adventuring gear (body), prototype
Requires attunement
You gain a +2 bonus to AC while you wear this robe.
Members of the Order typically wear plain or unassuming garments, but this variant offers the additional protection needed by Jedi influencing important events.

JEDI MASTER'S ROBE
Adventuring gear (body), advanced
Requires attunement
You gain a +3 bonus to AC while you wear this robe.
Members of the Order typically wear plain or unassuming garments, but Jedi Masters also know the importance of adequate protection when great challenges must be surmounted.

JEDI PADAWAN'S ROBE
Adventuring gear (body), premium
Requires attunement
You gain a +1 bonus to AC while you wear this robe.
Members of the Jedi Order typically wear plain or unassuming garments, offering only a minor boost to defenses.

SITH ACOLYTE'S ROBE
Adventuring gear (body), premium
Requires attunement
You gain a +1 bonus to damage rolls with weapons and force powers while you wear this robe.
Designed for those who relish personal combat, and know that power comes to those who take it, these robes augment offensive capabilities with no hindrance to movement.

SITH LORD'S ROBE
Adventuring gear (body), advanced
Requires attunement
You gain a +3 bonus to damage rolls with weapons and force powers while you wear this robe.
Designed for those who relish personal combat, and know that power comes to those who take it, these robes masterfully augment offensive capabilities with no hindrance to movement.

SITH WARRIOR'S ROBE
Adventuring gear (body), prototype
Requires attunement
You gain a +2 bonus to damage rolls with weapons and force powers while you wear this robe.
Designed for those who relish personal combat, and know that power comes to those who take it, these robes greatly augment offensive capabilities with no hindrance to movement.

TUNIC CHASSIS (ADVANCED)

Adventuring gear (body), advanced
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

TUNIC CHASSIS (ARTIFACT)

Adventuring gear (body), artifact
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

TUNIC CHASSIS (LEGENDARY)

Adventuring gear (body), legendary
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

TUNIC CHASSIS (PREMIUM)

Adventuring gear (body), premium
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications. It can house modifications of premium rarity or lower.

TUNIC CHASSIS (PROTOTYPE)

Adventuring gear (body), prototype
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

TUNIC CHASSIS (STANDARD)

Adventuring gear (body), standard
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications. It can house modifications of standard rarity.

ADVENTURING GEAR (FEET)

Item	Rarity
Feet	
Mag-lock Boots	Standard
Aratech Sound Dampening Boots	Premium
Boots of Bounding	Premium
Boots of Hiding	Premium
Rocket Boots (Fine)	Premium
Rocket Boots (Improved)	Prototype
Rocket Boots (Superior)	Advanced
Slipstream Kickers	Advanced
Rocket Boots (Exceptional)	Legendary
Rocket Boots (Champion)	Artifact

ARATECH SOUND DAMPENING BOOTS

***Adventuring gear** (feet), premium*
Requires attunement

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Before their repulsorcraft hit it big, Aratech honed its edge in the stealth field generator market.

BOOTS OF BOUNDING

***Adventuring gear** (feet), prototype*
Requires attunement
***Prerequisite:** at least 3 levels in fighter*

This item can hold a number of charges equal to half your fighter level (rounded up). When you complete a long rest, this item regains all missing charges. On your turn, you can expend 1 or more charges to engage the rocket boosters and leap to a space you can see. For each charge spent, you can move up to 10 feet. Any opportunity attacks you provoke with this movement are made with disadvantage.

When you reach 5th level in fighter, when you use your Action Surge feature, your movement speed is doubled for the turn, you gain a flying speed equal to your walking speed until the end of your turn, though you fall if you end your speed in the air and nothing else is holding you aloft, and opportunity attacks made against you this turn have disadvantage.

When you reach 11th level in fighter, when you use your Indomitable feature, you have advantage on the roll.

When you reach 17th level in fighter, once per round, when you miss with a weapon attack, you can repeat the attack (no action required).

These red and black boots come with integrated rocket boosters.

BOOTS OF HIDING

***Adventuring gear** (feet), premium*

While wearing these boots, creatures have disadvantage on Wisdom (Survival) checks made to track your steps.

Additionally, you can use a bonus action to cause the boots to leave behind no footprints for 1 minute. When you do, another set of similar footprints appear on the ground that lead in random directions. These footprints last for 8 hours and travel up to 300 feet. A successful DC 14 Intelligence (Investigation) check reveals that the footprints are false. Once you've used this feature, you must complete a short or long rest before you can use it again.

MAG-LOCK BOOTS

***Adventuring gear** (feet), standard*

While you wear these boots, you can activate or deactivate heir mag-locks as a bonus action. While the mag locks are engaged, you move at half speed, can walk on any solid metallic surface, ignore difficult terrain caused by metallic debris, and ignore the effects of gravity (or the lack thereof), allowing you to walk up vertical surfaces or even upside-down.

The battery in these boots lasts for a total of 1 hour and recharges at the end of a long rest.

ROCKET BOOTS (CHAMPION)

***Adventuring gear** (feet), artifact*

Rocket boots are a form of rocket propulsion system affixed to a pair of boots instead of being worn on the back like a standard jetpack. Activating or deactivating the boots requires a bonus action and, while active, you have a flying speed of 50 feet. The rocket boots last for 1 minute and can be recharged by a power source or replacing the power cell.

ROCKET BOOTS (EXCEPTIONAL)

***Adventuring gear** (feet), legendary*

Rocket boots are a form of rocket propulsion system affixed to a pair of boots instead of being worn on the back like a standard jetpack. Activating or deactivating the boots requires a bonus action and, while active, you have a flying speed of 45 feet. The rocket boots last for 1 minute and can be recharged by a power source or replacing the power cell.

ROCKET BOOTS (FINE)

***Adventuring gear** (feet), premium*

Rocket boots are a form of rocket propulsion system affixed to a pair of boots instead of being worn on the back like a standard jetpack. Activating or deactivating the boots requires a bonus action and, while active, you have a flying speed of 30 feet. The rocket boots last for 1 minute and can be recharged by a power source or replacing the power cell.

ROCKET BOOTS (IMPROVED)

Adventuring gear (feet), prototype

Rocket boots are a form of rocket propulsion system affixed to a pair of boots instead of being worn on the back like a standard jetpack. Activating or deactivating the boots requires a bonus action and, while active, you have a flying speed of 35 feet. The rocket boots last for 1 minute and can be recharged by a power source or replacing the power cell.

ROCKET BOOTS (SUPERIOR)

Adventuring gear (feet), advanced

Rocket boots are a form of rocket propulsion system affixed to a pair of boots instead of being worn on the back like a standard jetpack. Activating or deactivating the boots requires a bonus action and, while active, you have a flying speed of 40 feet. The rocket boots last for 1 minute and can be recharged by a power source or replacing the power cell.

SLIPSTREAM KICKERS

Adventuring gear (feet), prototype
Requires attunement

While you wear these boots, you can use a bonus action to activate or deactivate their overdrive mode. If you do, you gain the effect of the *tactical advantage* tech power for 1 minute. Once you've used this feature, you must complete a long rest before you can use it again.

ADVENTURING GEAR (FINGER)

Item	Rarity
Finger	
Ring of Novice Force Storing	Standard
Ring of Tech Storing Mk I	Standard
Ring of Apprentice Force Storing	Premium
Ring of Tech Storing Mk II	Premium
Ring of Journeyman Force Storing	Prototype
Ring of Tech Storing Mk III	Prototype
Ring of Adept Force Storing	Advanced
Ring of Tech Storing Mk IV	Advanced
Ring of Master Force Storing	Legendary
Ring of Tech Storing Mk V	Legendary
Ring of Ancient Force Storing	Artifact
Ring of Tech Storing Mk VI	Artifact

RING OF ADEPT FORCE STORING

Adventuring gear (finger), advanced
Requires attunement

This ring stores force powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 6 levels worth of force powers at a time. When found, it contains 1d7 − 1 levels of stored force powers chosen by the GM.

Any creature can cast a force power of 1st through 6th level into the ring by touching the ring as the force power is cast. The force power has no effect, other than to be stored in the ring. If the ring can't hold the force power, the force power is expended without effect. The level of the slot used to cast the force power determines how much space it uses.

While wearing this ring, you can cast any force power stored in it. The force power uses the slot level, force save DC, force attack bonus, and forcecasting ability of the original caster, but is otherwise treated as if you cast the force power. The force power cast from the ring is no longer stored in it, freeing up space.

RING OF ANCIENT FORCE STORING

Adventuring gear (finger), artifact
Requires attunement

This ring stores force powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 9 levels worth of force powers at a time. When found, it contains 1d10 − 1 levels of stored force powers chosen by the GM.

Any creature can cast a force power of 1st through 9th level into the ring by touching the ring as the force power is cast. The force power has no effect, other than to be stored in the ring. If the ring can't hold the force power, the force power is expended without effect. The level of the slot used to cast the force power determines how much space it uses.

While wearing this ring, you can cast any force power stored in it. The force power uses the slot level, force save DC, force attack bonus, and forcecasting ability of the original caster, but is otherwise treated as if you cast the force power. The force power cast from the ring is no longer stored in it, freeing up space.

RING OF APPRENTICE FORCE STORING

Adventuring gear (finger), premium
Requires attunement

This ring stores force powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 3 levels worth of force powers at a time. When found, it contains 1d4 − 1 levels of stored force powers chosen by the GM.

Any creature can cast a force power of 1st through 3rd level into the ring by touching the ring as the force power is cast. The force power has no effect, other than to be stored in the ring. If the ring can't hold the force power, the force power is expended without effect. The level of the slot used to cast the force power determines how much space it uses.

While wearing this ring, you can cast any force power stored in it. The force power uses the slot level, force save DC, force attack bonus, and forcecasting ability of the original caster, but is otherwise treated as if you cast the force power. The force power cast from the ring is no longer stored in it, freeing up space.

RING OF JOURNEYMAN FORCE STORING

Adventuring gear (finger), prototype
Requires attunement

This ring stores force powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of force powers at a time. When found, it contains 1d6 − 1 levels of stored force powers chosen by the GM.

Any creature can cast a force power of 1st through 5th level into the ring by touching the ring as the force power is cast. The force power has no effect, other than to be stored in the ring. If the ring can't hold the force power, the force power is expended without effect. The level of the slot used to cast the force power determines how much space it uses.

While wearing this ring, you can cast any force power stored in it. The force power uses the slot level, force save DC, force attack bonus, and forcecasting ability of the original caster, but is otherwise treated as if you cast the force power. The force power cast from the ring is no longer stored in it, freeing up space.

RING OF MASTER FORCE STORING

Adventuring gear (finger), legendary
Requires attunement

This ring stores force powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 8 levels worth of force powers at a time. When found, it contains 1d9 − 1 levels of stored force powers chosen by the GM.

Any creature can cast a force power of 1st through 8th level into the ring by touching the ring as the force power is cast. The force power has no effect, other than to be stored in the ring. If the ring can't hold the force power, the force power is expended without effect. The level of the slot used to cast the force power determines how much space it uses.

While wearing this ring, you can cast any force power stored in it. The force power uses the slot level, force save DC, force attack bonus, and forcecasting ability of the original caster, but is otherwise treated as if you cast the force power. The force power cast from the ring is no longer stored in it, freeing up space.

RING OF NOVICE FORCE STORING

Adventuring gear (finger), standard
Requires attunement

This ring stores force powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 2 levels worth of force powers at a time. When found, it contains 1d3 − 1 levels of stored force powers chosen by the GM.

Any creature can cast a force power of 1st or 2nd level into the ring by touching the ring as the force power is cast. The force power has no effect, other than to be stored in the ring. If the ring can't hold the force power, the force power is expended without effect. The level of the slot used to cast the force power determines how much space it uses.

While wearing this ring, you can cast any force power stored in it. The force power uses the slot level, force save DC, force attack bonus, and forcecasting ability of the original caster, but is otherwise treated as if you cast the force power. The force power cast from the ring is no longer stored in it, freeing up space.

RING OF TECH STORING MK I

Adventuring gear (finger), standard
Requires attunement

This ring stores tech powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 2 levels worth of tech powers at a time. When found, it contains 1d3 − 1 levels of stored tech powers chosen by the GM.

Any creature can cast a tech power of 1st or 2nd level into the ring by touching the ring as the tech power is cast. The tech power has no effect, other than to be stored in the ring. If the ring can't hold the tech power, the tech power is expended without effect. The level of the slot used to cast the tech power determines how much space it uses.

While wearing this ring, you can cast any tech power stored in it. The tech power uses the slot level, tech save DC, tech attack bonus, and techcasting ability of the original caster, but is otherwise treated as if you cast the tech power. The tech power cast from the ring is no longer stored in it, freeing up space.

RING OF TECH STORING MK II

Adventuring gear (finger), premium
Requires attunement

This ring stores tech powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 3 levels worth of tech powers at a time. When found, it contains 1d4 − 1 levels of stored tech powers chosen by the GM.

Any creature can cast a tech power of 1st through 3rd level into the ring by touching the ring as the tech power is cast. The tech power has no effect, other than to be stored in the ring. If the ring can't hold the tech power, the tech power is expended without effect. The level of the slot used to cast the tech power determines how much space it uses.

While wearing this ring, you can cast any tech power stored in it. The tech power uses the slot level, tech save DC, tech attack bonus, and techcasting ability of the original caster, but is otherwise treated as if you cast the tech power. The tech power cast from the ring is no longer stored in it, freeing up space.

RING OF TECH STORING MK III

Adventuring gear *(finger), prototype*
Requires attunement
This ring stores tech powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of tech powers at a time. When found, it contains 1d6 − 1 levels of stored tech powers chosen by the GM.

Any creature can cast a tech power of 1st through 5th level into the ring by touching the ring as the tech power is cast. The tech power has no effect, other than to be stored in the ring. If the ring can't hold the tech power, the tech power is expended without effect. The level of the slot used to cast the tech power determines how much space it uses.

While wearing this ring, you can cast any tech power stored in it. The tech power uses the slot level, tech save DC, tech attack bonus, and techcasting ability of the original caster, but is otherwise treated as if you cast the tech power. The tech power cast from the ring is no longer stored in it, freeing up space.

RING OF TECH STORING MK IV

Adventuring gear *(finger), advanced*
Requires attunement
This ring stores tech powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 6 levels worth of tech powers at a time. When found, it contains 1d7 − 1 levels of stored tech powers chosen by the GM.

Any creature can cast a tech power of 1st through 6th level into the ring by touching the ring as the tech power is cast. The tech power has no effect, other than to be stored in the ring. If the ring can't hold the tech power, the tech power is expended without effect. The level of the slot used to cast the tech power determines how much space it uses.

While wearing this ring, you can cast any tech power stored in it. The tech power uses the slot level, tech save DC, tech attack bonus, and techcasting ability of the original caster, but is otherwise treated as if you cast the tech power. The tech power cast from the ring is no longer stored in it, freeing up space.

RING OF TECH STORING MK V

Adventuring gear *(finger), legendary*
Requires attunement
This ring stores tech powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 8 levels worth of tech powers at a time. When found, it contains 1d9 − 1 levels of stored tech powers chosen by the GM.

Any creature can cast a tech power of 1st through 8th level into the ring by touching the ring as the tech power is cast. The tech power has no effect, other than to be stored in the ring. If the ring can't hold the tech power, the tech power is expended without effect. The level of the slot used to cast the tech power determines how much space it uses.

While wearing this ring, you can cast any tech power stored in it. The tech power uses the slot level, tech save DC, tech attack bonus, and techcasting ability of the original caster, but is otherwise treated as if you cast the tech power. The tech power cast from the ring is no longer stored in it, freeing up space.

RING OF TECH STORING MK VI

Adventuring gear *(finger), artifact*
Requires attunement
This ring stores tech powers cast into it, holding them until the attuned wearer uses them. The ring can store up to 9 levels worth of tech powers at a time. When found, it contains 1d10 − 1 levels of stored tech powers chosen by the GM.

Any creature can cast a tech power of 1st through 9th level into the ring by touching the ring as the tech power is cast. The tech power has no effect, other than to be stored in the ring. If the ring can't hold the tech power, the tech power is expended without effect. The level of the slot used to cast the tech power determines how much space it uses.

While wearing this ring, you can cast any tech power stored in it. The tech power uses the slot level, tech save DC, tech attack bonus, and techcasting ability of the original caster, but is otherwise treated as if you cast the tech power. The tech power cast from the ring is no longer stored in it, freeing up space.

ADVENTURING GEAR (HANDS)

Item	Rarity
Hands	
Handwraps (Basic)	Standard
Handwraps Chassis (Standard)	Standard
Gauntlets of the Warrior	Premium
Handwraps (Fine)	Premium
Handwraps Chassis (Premium)	Premium
Reverse-Engineered Crushgaunts	Premium
Handwraps (Improved)	Prototype
Handwraps Chassis (Prototype)	Prototype
Handwraps (Superior)	Advanced
Handwraps Chassis (Advanced)	Advanced
Mandalorian Shuk'orok	Advanced
Handwraps (Exceptional)	Legendary
Handwraps Chassis (Legendary)	Legendary
Handwarps (Champion)	Artifact
Handwarps Chassis (Artifact)	Artifact

GAUNTLETS OF THE WARRIOR
Adventuring gear (hands), prototype
Requires attunement
Prerequisite: *at least 3 levels in guardian*
This item can hold a number of charges equal to half your guardian level (rounded up). When you complete a long rest, this item regains all missing charges. When you would use your Force-Empowered Strikes feature, you can expend charges instead of force points.

When you reach 5th level in guardian, when you roll a damage die for your Force-Empowered Strikes or Improved Force-Empowered Strikes feature, if you roll less than your Wisdom or Charisma modifier (your choice), you can use the chosen modifier instead of the result on the die.

When you reach 11th level in guardian, the radius of your Guardian Auras increases by 10 feet. Additionally, when you use your Cause Harm or Lend Aid feature, you can add both your Wisdom and Charisma modifier, instead of just one.

When you reach 17th level in guardian, once per turn, when you roll the maximum on a damage die for your Force-Empowered Strikes or Improved Force-Empowered Strikes feature, you regain a use of your Channel the Force, to a maximum of your Wisdom or Charisma modifier (your choice, minimum of one).

These metallic gauntlets are decorated with ornate, sweeping symbols, and are each inlaid with six precious stones of varying colors.

HANDWRAPS (BASIC)
Adventuring gear (hands), standard
While wearing these handwraps, you have a +1 bonus to damage rolls made with your unarmed strikes.

HANDWRAPS (CHAMPION)
Adventuring gear (hands), artifact
While wearing these handwraps, you have a +3 bonus to attack rolls and deal an additional 1d10 damage with your unarmed strikes.

HANDWRAPS (EXCEPTIONAL)
Adventuring gear (hands), legendary
While wearing these handwraps, you have a +3 bonus to attack rolls and deal an additional 1d8 damage with your unarmed strikes.

HANDWRAPS (FINE)
Adventuring gear (hands), premium
While wearing these handwraps, you have a +1 bonus to attack and damage rolls made with your unarmed strikes.

HANDWRAPS (IMPROVED)
Adventuring gear (hands), prototype
While wearing these handwraps, you have a +2 bonus to attack and damage rolls made with your unarmed strikes.

HANDWRAPS (SUPERIOR)
Adventuring gear (hands), advanced
While wearing these handwraps, you have a +3 bonus to attack and damage rolls made with your unarmed strikes.

HANDWRAPS CHASSIS (ADVANCED)
Adventuring gear (hands), advanced
Requires attunement
These modifiable handwraps chassis comes with vacant modification slots for vibroweapon modifications, as well as one augment slot. They can house modifications of advanced rarity or lower.

HANDWRAPS CHASSIS (ARTIFACT)
Adventuring gear (hands), artifact
Requires attunement
These modifiable handwraps chassis comes with vacant modification slots for vibroweapon modifications, as well as two augment slots. They can house modifications of artifact rarity or lower.

HANDWRAPS CHASSIS (LEGENDARY)
Adventuring gear (hands), legendary
Requires attunement
These modifiable handwraps chassis comes with vacant modification slots for vibroweapon modifications, as well as two augment slots. They can house modifications of legendary rarity or lower.

HANDWRAPS CHASSIS (PREMIUM)
Adventuring gear (hands), premium
Requires attunement
These modifiable handwraps chassis comes with vacant modification slots for vibroweapon modifications. They can house modifications of premium rarity or lower.

HANDWRAPS CHASSIS (PROTOTYPE)

Adventuring gear (hands), prototype
Requires attunement
These modifiable handwraps chassis comes with vacant modification slots for vibroweapon modifications, as well as one augment slot. They can house modifications of prototype rarity or lower.

HANDWRAPS CHASSIS (STANDARD)

Adventuring gear (hands), standard
Requires attunement
These modifiable handwraps chassis comes with vacant modification slots for vibroweapon modifications. They can house modifications of standard rarity.

MANDALORIAN SHUK'OROK

Adventuring gear (hands), advanced
Requires attunement
While wearing these gloves, your Strength score becomes 21. If your Strength is already equal to or greater than 21, it has no effect on you.

Mandalorian Vestments. While wearing and attuned to these gloves and Mandalorian Beskar'gam, these gauntlets no longer count towards your maximum attunement. While wearing and attuned to these gloves, Mandalorian Beskar'gam, and Mandalorian Helmet, you have resistance to kinetic and energy damage from unenhanced sources.

The final piece of a Mandalorian's armor, these gauntlets grant augmented strength.

REVERSE-ENGINEERED CRUSHGAUNTS

Adventuring gear (hands), premium
Requires attunement
Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

Though the knowledge to forge a pair of true shuk'orok *is a closely-guarded Mandalorian secret, the effects of these gloves are desirable enough to spawn numerous imitators.*

ADVENTURING GEAR (HEAD)

Item	Rarity
Head	
Circle of Persistence	Premium
Goggles of the Tinkerer	Premium
Darkvision Goggles	Premium
Mandalorian Helmet	Premium
Jensaarai Headgear	Advanced

CIRCLET OF PERSISTENCE

Adventuring gear *(head),* ***prototype***
Requires attunement
Prerequisite: *at least 3 levels in consular*

This item can hold a number of charges equal to half your consular level (rounded up). When you complete a long rest, this item regains all missing charges. When you would use a Force-Empowered Casting option, you can expend charges instead of force points.

When you reach 5th level in consular, when you use your Force Recovery feature, you can add both your Wisdom and Charisma modifier to the number of force points regained, instead of just one.

When you reach 11th level in consular, you can ignore the prerequisites for force powers that are lower level than your Max Power Level.

When you reach 17th level in consular, when you make a Constitution saving throw to maintain concentration on a force power, you can add your Wisdom or Charisma modifier (your choice, minimum of one) if it doesn't already include that modifier.

This platinum circlet contains a gem that shifts colors at the whim of its bearer.

DARKVISION GOGGLES

Adventuring gear *(head),* ***premium***

While wearing these goggles, you have darkvision to a range of 60 feet. If you already have darkvision, these goggles increase its range by 30 feet.

GOGGLES OF THE TINKERER

Adventuring gear *(head),* ***prototype***
Requires attunement
Prerequisite: *at least 3 levels in engineer*

This item can hold a number of charges equal to half your engineer level (rounded up). When you complete a long rest, this item regains all missing charges. Once per turn, when you use a Potent Aptitude feature, you can spend 1 charge to roll the Potent Aptitude dice twice and add them together.

When you reach 5th level in engineer, you become a valid target of your Potent Aptitude feature. Additionally, you gain 1 additional modification slot.

When you reach 11th level in engineer, you can add half your proficiency bonus, rounded down, to any ability check with tools you make that doesn't already include your proficiency bonus. Additionally, you gain 1 additional modification slot (2).

When you reach 17th level in engineer, when use your bonus action to grant a Potent Aptitude die, you can grant a d4 instead of expending a use of your Potent Aptitude. Additionally, you gain 1 additional modification slot (3).

These goggles feature one-way glass lenses. When worn over the eyes, the lenses take whatever appearance the bearer decides.

JENSAARAI HEADGEAR

Adventuring gear *(head),* ***advanced***
Requires attunement

While you are wearing this headgear, kinetic and energy damage that you take from unenhanced weapons is reduced by an amount equal to your proficiency bonus.

Jensaarai Regalia. While wearing and attuned to this armor and Jensaarai Armor, this headgear no longer count towards your maximum attunement. While wearing and attuned to this headgear, Jensaarai Armor, and Jensaarai Cloak, fire, cold, and force damage you take is reduced by an amount equal to your proficiency bonus.

Most Jensaarai craft a mask or helmet bearing the visage of an animal that best personifies their desires or goals.

MANDALORIAN HELMET

Adventuring gear *(head),* ***premium***
Requires attunement

This helmet comes equipped with a headcomm and holorecorder. Additionally, while wearing this helmet, you have darkvision out to 60 feet.

Mandalorian Vestments. While wearing and attuned to this helmet and Mandalorian Beskar'gam, you have advantage on Wisdom (Perception) checks that rely on sight within 60 feet. While wearing and attuned to this helmet, Mandalorian Beskar'gam, and Mandalorian Shuk'orok, you have advantage on Intelligence (Investigation) checks within 5 feet.

Featuring the iconic T-shaped visor of the Mandalorians, this helmet strikes fear into the hearts of the unwary.

ADVENTURING GEAR (LEGS)

Item	Rarity
Legs	
Pants Chassis (Standard)	Standard
Pants Chassis (Premium)	Premium
Pants Chassis (Prototype)	Prototype
Pants Chassis (Advanced)	Advanced
Pants Chassis (Legendary)	Legendary
Pants Chassis (Artifact)	Artifact

PANTS CHASSIS (ADVANCED)

***Adventuring gear** (legs), advanced*
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

PANTS CHASSIS (ARTIFACT)

***Adventuring gear** (legs), artifact*
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

PANTS CHASSIS (LEGENDARY)

***Adventuring gear** (legs), legendary*
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

PANTS CHASSIS (PREMIUM)

***Adventuring gear** (legs), premium*
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications. It can house modifications of premium rarity or lower.

PANTS CHASSIS (PROTOTYPE)

***Adventuring gear** (legs), prototype*
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

PANTS CHASSIS (STANDARD)

***Adventuring gear** (legs), standard*
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications. It can house modifications of standard rarity.

ADVENTURING GEAR (NECK)

Item	Rarity
Neck	
Necklace of Persistence	Premium
Taozin Amulet	Premium
Beemon Cardio-Regulator	Prototype
Respiration Facilitator	Prototype

BEEMON CARDIO-REGULATOR

Adventuring gear *(neck),* ***prototype***
Requires attunement
Your Constitution score is 19 while you wear this choker. It has no effect on you if your Constitution is already 19 or higher.

Demand for Beemon Laboratories' implants streches even to those too sickly to use them without assistance from another of their fine products.

NECKLACE OF DETERMINATION

Adventuring gear *(neck),* ***prototype***
Requires attunement
Prerequisite: *at least 3 levels in monk*
This item can hold a number of charges equal to half your monk level (rounded up). When you complete a long rest, this item regains all missing charges. When you would expend a focus point, you can instead expend a charge.

When you reach 5th level in monk, when you use your Slow Fall feature, the amount is increased to ten times your monk level, instead of five.

When you reach 11th level in monk, when you use your Deflect Missiles feature, you can add your Wisdom or Charisma modifier to the roll (your choice, a minimum of +1).

When you reach 17th level in monk, you can add half your Dexterity modifier (rounded down) to your focus save DC and focus attack modifier.

This simple necklace comprised of a series of tiny gray beads hosts a single pale blue crystal that glows faintly.

RESPIRATION FACILITATOR

Adventuring gear *(neck),* ***prototype***
You have advantage on Constitution saving throws against force powers.

This choker allowed the notorious bounty hunter Cad Bane to bypass normal respiratory function. While worn, it gives your a voice a deeper, digital sound.

TAOZIN AMULET

Adventuring gear *(neck),* ***premium***
Requires attunement
While wearing this amulet, you are hidden from detection through the Force. You can't be targeted by force powers or features that would detect the presence of the Force in you, and features that would detect your attunement to the Force show you glowing a faint yellow.

Made from the skin of a taozin, this amulet blurs and clouds Force senses so their wearers can not easily be detected by another Force-sensitive.

ADVENTURING GEAR (SHOULDERS)

Item	Rarity
Shoulders	
Cloak Chassis (Standard)	Standard
Cape of the Orator	Premium
Cloak Chassis (Premium)	Premium
Cowl of the Professional	Premium
Jensaarai Cloak	Premium
Mantle of the Anomic	Premium
Pauldron of Retribution	Premium
Cloak Chassis (Prototype)	Prototype
Cloak Chassis (Advanced)	Advanced
Cloak Chassis (Legendary)	Legendary
Cloak Chassis (Artifact)	Artifact

CAPE OF THE ORATOR

Adventuring gear *(shoulders),* ***prototype***
Requires attunement
Prerequisite: *at least 3 levels in scholar*
This item can hold a number of charges equal to half your scholar level (rounded up). When you complete a long rest, this item regains all missing charges. When your superiority die is rolled, you can expend one charge to reroll the die and choose either roll.

When you reach 5th level in scholar, you can maintain two targets of your Critical Analysis feature, instead of one. If you use your bonus action to analyze a third target, you choose which Critical Analysis ends.

When you reach 11th level in scholar, when you use your bonus action to use your Critical Analysis feature, you can target two creatures, instead of just one.

When you reach 17th level in scholar, you can take a third reaction each round. You can only take one reaction per turn.

This color-shifting cloak is immune to wrinkles and always has a pressed appearance.

CLOAK CHASSIS (ADVANCED)

Adventuring gear *(shoulders),* ***advanced***
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

CLOAK CHASSIS (ARTIFACT)

Adventuring gear *(shoulders),* ***artifact***
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

CLOAK CHASSIS (LEGENDARY)

Adventuring gear *(shoulders),* ***legendary***
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

CLOAK CHASSIS (PREMIUM)

Adventuring gear *(shoulders),* ***premium***
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications. It can house modifications of premium rarity or lower.

CLOAK CHASSIS (PROTOTYPE)

Adventuring gear *(shoulders),* ***prototype***
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

CLOAK CHASSIS (STANDARD)

Adventuring gear *(shoulders),* ***standard***
Requires attunement
This modifiable clothing chassis comes with vacant modification slots for clothing modifications. It can house modifications of standard rarity.

COWL OF THE PROFESSIONAL

Adventuring gear *(shoulders),* ***prototype***
Requires attunement
Prerequisite: *at least 3 levels in operative*
This item can hold a number of charges equal to half your operative level (rounded up). When you complete a long rest, this item regains all missing charges. When you deal Sneak Attack damage, you can spend charges to reroll any number of dice and use either result.

When you reach 5th level in operative, while the hood is drawn, creatures can't see within the hood's confines unless you choose to allow it, you are in a source of enhanced light, or the creatures possess truesight. Additionally, you have resistance to all damage until the end of your first turn.

When you reach 11th level in operative, when you use your Uncanny Dodge feature, an illusory duplicate of yourself appears in your space until the start of your next turn. The first attack roll made against you before the start of your next turn has disadvantage.

When you reach 17th level in operative, when you are conscious and fail an Intelligence, Wisdom, or Charisma saving throw, you can choose to instead succeed. Once you've done so, you must complete a short or long rest before you can do so again.

The color of this hood shifts between light gray and black depending on light.

JENSAARAI CLOAK

Adventuring gear (shoulders), premium
Requires attunement

While wearing this cloak with its hood up, you can try to hide when you are lightly obscured from the creature from which you are hiding. Pulling the hood up or down requires a bonus action.

Jensaarai Regalia. While wearing and attuned to this cloak and Jensaarai Armor, while its hood is up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide. While wearing and attuned to this cloak, Jensaraai Armor, and Jensaarai Headgear, when you make a Dexterity saving throw to an avoid an effect that would deal cold, energy, fire, force, or kinetic damage, you can add your Wisdom or Charisma modifier (your choice, minimum of one) to the roll if it doesn't already include that modifier.

Most Jensaari wear a gray cloak that subtly adapts to their surroundings.

MANTLE OF THE ANOMIC

Adventuring gear (shoulders), prototype
Requires attunement
Prerequisite: *at least 3 levels in sentinel*

This item can hold a number of charges equal to half your sentinel level (rounded up). When you complete a long rest, this item regains all missing charges. When you would use a Force-Empowered Self option, you can expend charges instead of force points.

When you reach 5th level in sentinel, you can use two Force-Empowered Self options per hit, instead of only one.

When you reach 11th level in sentinel, you can use each Force-Empowered Self option twice per turn, instead of only once. You can still only use each option once per hit.

When you reach 17th level in sentinel, you can use your Enlightened Evasion feature for any saving throws, instead of just against effects that deal damage.

This visually unremarkable mantle resists effects that would cause it to move or make noise.

PAULDRON OF RETRIBUTION

Adventuring gear (shoulders), prototype
Requires attunement
Prerequisite: *at least 3 levels in berserker*

This item can hold a number of charges equal to half your berserker level (rounded up). When you complete a long rest, this item regains all missing charges. While raging, when you deal damage that would include your Rage Damage, you can expend one charge to double your Rage Damage bonus for that damage.

When you reach 5th level in berserker, when you use your Reckless Attack feature, your critical hit range increases by 1.

When you reach 11th level in berserker, once per critical hit, when you roll maximum damage on a weapon damage die, you can roll an additional die and add both to the total.

When you reach 17th level in berserker, when you are conscious and fail a Strength, Dexterity, or Constitution saving throw, you can choose to instead succeed. Once you've done so, you must complete a short or long rest before you can do so again.

This single pauldron, which can be worn over armor, features the visage of a howling beast.

ADVENTURING GEAR (WAIST)

Item	Rarity
Waist	
Aratech Echo Belt	Premium
Defel Mimicker	Prototype
Strength Enhancer	Prototype
CNS Strength Enhancer	Advanced
Baragwin Stealth Unit	Legendary
GNS Strength Enhancer	Legendary
Sith Strength Belt	Legendary
Dominator Belt	Artifact

ARATECH ECHO BELT

***Adventuring gear** (waist), premium*
Requires attunement

While you wear this belt with its field on, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the belt funnels light around you. Activating or deactivating the belt takes an action.

The success of this high-end stealth field generator emboldened Aratech to branch out into other hardware.

BARAGWIN STEALTH UNIT

***Adventuring gear** (waist), legendary*
Requires attunement

While wearing this belt, you can turn on its stealth field to cause yourself to become invisible. While you are invisible, anything you are carrying or wearing is invisible with you. You become visible when you turn off the field. Turning the field on or off requires an action.

Deduct the time you are invisible, in increments of 1 minute, from the belt's maximum duration of 2 hours. After 2 hours of use, the belt ceases to function. For every uninterrupted period of 12 hours the belt goes unused, it regains 1 hour of use.

Those Baragwin who sought to turn their telepathic empathy into an asset for bounty hunting needed something special to overcome the drawbacks of their lumbering frames.

CNS STRENGTH ENHANCER

***Adventuring gear** (waist), advanced*
Requires attunement

While wearing this belt, your Strength score becomes 23. If your Strength is already equal to or greater than 23, it has no effect on you.

This belt further increases a users physical power with pneumaticized assistance joists and a repulsorfield microgenerator.

DEFEL MIMICKER

***Adventuring gear** (waist), prototype*
Requires attunement

While you wear this belt, it casts a shadow that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

The only visible trace of this stealth field generator's user is a vague shadow, much like the Defel themselves.

DOMINATOR BELT

***Adventuring gear** (waist), artifact*
Requires attunement

While wearing this belt, your Strength score becomes 29. If your Strength is already equal to or greater than 29, it has no effect on you.

While only barely adhering to the most technical definition of a belt, this harness-like rig of pneumaticized limb actuators supplies enormous strength to every limb of its wearer's body, monstrously increasing their physical power.

GNS STRENGTH ENHANCER

***Adventuring gear** (waist), legendary*
Requires attunement

While wearing this belt, your Strength score becomes 25. If your Strength is already equal to or greater than 25, it has no effect on you.

This large belt greatly increases a users physical power with an array of repulsorfield microgenerators and a pair of reactive-lift actuators that increase raw force and lift-capacity without any loss of speed or fine motor skills.

SITH STRENGTH BELT

***Adventuring gear** (waist), legendary*
Requires attunement

While wearing this belt, your Strength score becomes 27. If your Strength is already equal to or greater than 27, it has no effect on you.

Worn on the legs, waist and lower back, this belt massively increases a users physical power with a set of heavy durasteel actuators alongside an synaptic monitoring system that reacts to its users motion with optimized power responses.

STRENGTH ENHANCER

***Adventuring gear** (waist), prototype*
Requires attunement

While wearing this belt, your Strength score becomes 21. If your Strength is already equal to or greater than 21, it has no effect on you.

This belt increases a users physical power with pneumaticized assistance joists that provide support and leverage in a minimal form-factor.

ADVENTURING GEAR (WRISTS)

Item	Rarity
Wrists	
Wrist-Mounted Grappling Hook	Standard
Vambraces of the Outrider	Premium

VAMBRACES OF THE OUTRIDER

Adventuring gear *(wrists),* ***prototype***
Requires attunement
Prerequisite: *at least 3 levels in scout*

This item can hold a number of charges equal to half your scout level (rounded up). When you complete a long rest, this item regains all missing charges. When you cast a tech power of 1st level or higher, you can expend one or more charges to reduce the tech power's cost by 1 per charge spent, to a minimum of 1.

When you reach 5th level in scout, you can maintain two targets of your Ranger's Quarry feature, instead of one. Additionally, the reload value of the wrist launcher increases by 1, to 2.

When you reach 11th level in scout, when you are forced to make a concentration check by the target of your Ranger's Quarry, you have advantage on the check and add your Intelligence modifier to the roll. Additionally, the reload value of the wrist launcher increases by 1, to 3.

When you reach 17th level in scout, when you miss with a tech or weapon attack, the target takes damage equal to the attack's governing ability modifier. If the target of the attack is the target of your Ranger's Quarry feature, you can choose to deal your Ranger's Quarry damage as well. Additionally, the reload value of the wrist launcher increases by 1, to 4.

This pair of matching vambraces are inlaid with the etched visage of an eagle. One contains an integrated wristpad, while the other contains an integrated wrist launcher.

WRIST-MOUNTED GRAPPLING HOOK

Adventuring gear *(wrist),* *standard*

You craft a wrist-mounted grappling hook weapon attached to a tightly coiled cord. With this grappler, you can make a ranged weapon attack with a range of 30/60. On a hit, it deals 1d4 kinetic damage. This attack can target a surface, object, or creature.

A creature struck by this attack is impaled by the hook. As an action, a creature can attempt to remove the hook. Removing the hook requires a DC 13 Strength check. While the hook is stuck in the target, you are connected to the target by a 60 foot cable.

While the hook is deployed, you can use your bonus action to activate the reel, pulling yourself to the location if the target is your size or larger. A creature or object smaller than you is pulled to you. Alternatively, you can opt to release the cable (no action required).

Once you've used this feature, you can't use it again until you recover and reinsert the hook as an action.

ARMOR

Item	Rarity
Armor Chassis (Standard)	Standard
Armor (Fine)	Premium
Armor Chassis (Premium)	Premium
Viir Agathys's Armor	Premium
Adapted Armor	Prototype
Armor (Improved)	Prototype
Armor Chassis (Prototype)	Prototype
Mandalorian Beskar'gam	Prototype
Armor (Superior)	Advanced
Armor Chassis (Advanced)	Advanced
Armor (Exceptional)	Legendary
Armor Chassis (Legendary)	Legendary
Armor (Champion)	Artifact
Armor Chassis (Artifact)	Artifact
Light	
Medium	
Jensaarai Armor	Prototype
Heavy	
Matrix Armor	Premium
Orbalisk Armor	Prototype
Reactive Ultrachrome Armor	Legendary

ADAPTED ARMOR
***Armor** (any), prototype*
Requires attunement
You have resistance to one type of damage while you wear this armor. The DM chooses the type or determines it randomly from the options below.

d10	Damage Type	d10	Damage Type
1	Acid	6	Lightning
2	Cold	7	Necrotic
3	Fire	8	Poison
4	Force	9	Psychic
5	Ion	10	Sonic

Those foolhardy enough to not treat a hostile planet as worthy a foe as the ones carrying blasters don't often live long enough to boast about it.

ARMOR (CHAMPION)
***Armor** (any), artifact*
You have a +3 bonus to AC while wearing this armor. Additionally, while wearing this armor, damage you take is reduced by 2. If this would reduce the damage to 0, the damage is instead reduced to 1.

ARMOR (EXCEPTIONAL)
***Armor** (any), legendary*
You have a +3 bonus to AC while wearing this armor. Additionally, while wearing this armor, damage you take is reduced by 1. If this would reduce the damage to 0, the damage is instead reduced to 1.

ARMOR (FINE)
***Armor** (any), premium*
You have a +1 bonus to AC while wearing this armor.

ARMOR (IMPROVED)
***Armor** (any), prototype*
You have a +2 bonus to AC while wearing this armor.

ARMOR (SUPERIOR)
***Armor** (any), advanced*
You have a +3 bonus to AC while wearing this armor.

ARMOR CHASSIS (ADVANCED)
***Armor** (any), advanced*
Requires attunement
This modifiable armor chassis comes with vacant modification slots for armor modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

ARMOR CHASSIS (ARTIFACT)
***Armor** (any), artifact*
Requires attunement
This modifiable armor chassis comes with vacant modification slots for armor modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

ARMOR CHASSIS (LEGENDARY)
***Armor** (any), legendary*
Requires attunement
This modifiable armor chassis comes with vacant modification slots for armor modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

ARMOR CHASSIS (PREMIUM)
***Armor** (any), premium*
Requires attunement
This modifiable armor chassis comes with vacant modification slots for armor modifications. It can house modifications of premium rarity or lower.

ARMOR CHASSIS (PROTOTYPE)
***Armor** (any), prototype*
Requires attunement
This modifiable armor chassis comes with vacant modification slots for armor modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

ARMOR CHASSIS (STANDARD)
***Armor** (any), standard*
Requires attunement
This modifiable armor chassis comes with vacant modification slots for armor modifications. It can house modifications of standard rarity.

JENSAARAI ARMOR

Armor (any medium), prototype
Requires attunement
While wearing this armor, you are considered proficient regardless of whether or not you have proficiency in medium armor. Additionally, it grants a +1 bonus to AC.

Jensaarai Regalia. While wearing and attuned to this armor and Jensaarai Cloak, you are adapted to both hot and cold climates, as described in chapter 5 of the Dungeon Master's Guide. Additionally, this armor now grants a +2 bonus to AC, instead of +1. While wearing and attuned to this armor, Jensaarai Cloak, and Jensaarai Headgear, this armor now grants a +3 bonus to AC, instead of +2.

At the height of their training, Jensaarai craft and bond with their own armor. While each set of armor is unique to its bearer, they share similar traits.

MANDALORIAN BESKAR'GAM

Armor (any), prototype
Requires attunement
This armor comes equipped with 24 slots that can each hold a single item that weighs less than 2 lb. Additionally, it grants a +1 bonus to AC.

Mandalorian Vestments. While wearing and attuned to this armor and Mandalorian Helmet, you are able to survive and operate in zero gravity space and other dangerous conditions. Additionally, this armor now grants a +2 bonus to AC, instead of +1. While wearing and attuned to this armor, Mandalorian Helmet, and Mandalorian Shuk'orok, this armor now grants a +3 bonus to AC, instead of +2.

This armor is forged from an incredibly rare material known as beskar, a highly durable metal.

MATRIX ARMOR

Armor (any heavy), premium
While wearing this suit of armor, any critical hit against you becomes a normal hit.

This suit of armor has had its protective durasteel components replaced by equivalents made of matrix, a purple metal used to reinforce starships.

ORBALISK ARMOR

Armor (heavy exoskeleton), prototype
This armor has no weight and does not affect encumbrance. While wearing it, you are considered proficient regardless of whether or not you have proficiency with heavy armor, and you are resistant to all unenhanced damage.

Cursed. You can not remove this armor without first killing the orbalisks. While wearing this armor, whenever you complete a long rest, you must make a DC 15 Wisdom saving throw. You can choose to fail this saving throw. For each saving throw you fail, the size of your Hit Die is reduced by one step (from d12 to d10, from d10 to d8, from d8 to d6, from d6 to d4, or from d4 to d2). If you fail a saving throw while your Hit Die is a d2, you die as the orbalisks consume you. Additionally, for each saving throw you fail, your AC increases by 1. For each saving throw you succeed, the size of your Hit Die increases by one step (from d2 to d4, from d4 to d6, from d6 to d8, from d8 to d10, or from d10 to d12). Additionally, for each saving throw you succeed, your AC decreases by 1. The size of your Hit Die can not exceed the Hit Dice granted by your class, and your AC can not be increased or reduced more than the number of Hit Die increases or reductions.

This armor is comprised of a series of small parasitic creatures called orbalisks. Over time, orbalisks reproduce until they cover the entirety of their host.

REACTIVE ULTRACHROME ARMOR

Armor (heavy exoskeleton), legendary
Requires attunement
You have resistence to unenhanced damage while you wear this armor. Additionally, you can use an action to make yourself immune to unenhanced damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

Made with just enough ultrachrome to give you an edge while still keeping things interesting, these suits of armor can discharge an integrated power cell to catalyze this metal normally used in starship hulls into a more resilient state.

VIIR AGATHYS'S ARMOR

Armor (any), premium
This armor has 3 charges. As an action, you can spend 1 or more charges to cast the *voltaic shielding* tech power, 1 charge per level. All expended charges are regained after you complete a long rest.

This proprietary armor made by the renowned engineer Viir Agathys includes integrated access to his signature tech power.

CONSUMABLES (ADRENALS)

Item	Rarity
Adrenals	
Alacrity Adrenal (Basic)	Standard
Sorcerer's Adrenal (Basic)	Standard
Stamina Adrenal (Basic)	Standard
Alacrity Adrenal (Fine)	Premium
Sorcerer's Adrenal (Fine)	Premium
Stamina Adrenal (Fine)	Premium
Alacrity Adrenal (Improved)	Prototype
Battle Adrenal Mk I	Prototype
Sorcerer's Adrenal (Improved)	Prototype
Stamina Adrenal (Improved)	Prototype
Alacrity Adrenal (Superior)	Advanced
Sorceror's Adrenal (Superior)	Advanced
Stamina Adrenal (Superior)	Advanced
Alacrity Adrenal (Exceptional)	Legendary
Stamina Adrenal (Exceptional)	Legendary
Alacrity Adrenal (Champion)	Artifact
Battle Adrenal Mk II	Artifact
Stamina Adrenal (Champion)	Artifact

ALACRITY ADRENAL (BASIC)
Consumable (adrenal), standard
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's speed increases by 10 feet. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

ALACRITY ADRENAL (CHAMPION)
Consumable (adrenal), artifact
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's speed increases by 60 feet. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

ALACRITY ADRENAL (EXCEPTIONAL)
Consumable (adrenal), legendary
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's speed increases by 50 feet. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

ALACRITY ADRENAL (FINE)
Consumable (adrenal), premium
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's speed increases by 20 feet. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

ALACRITY ADRENAL (IMPROVED)
Consumable (adrenal), prototype
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's speed increases by 30 feet. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

ALACRITY ADRENAL (SUPERIOR)
Consumable (adrenal), advanced
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's speed increases by 40 feet. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

BATTLE ADRENAL MK I
Consumable (adrenal), prototype
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, when the target takes the Attack action, it can make one additional attack (no action required). This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

BATTLE ADRENAL MK II
Consumable (adrenal), artifact
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, when the target takes the Attack action, it can make two additional attacks (no action required). This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

STAMINA ADRENAL (BASIC)
Consumable (adrenal), standard
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's current and maximum hit points increase by 10. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

STAMINA ADRENAL (CHAMPION)
Consumable (adrenal), artifact
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's current and maximum hit points increase by 60. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

STAMINA ADRENAL (EXCEPTIONAL)
Consumable (adrenal), legendary
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's current and maximum hit points increase by 50. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

STAMINA ADRENAL (FINE)
Consumable *(adrenal)*, *premium*
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's current and maximum hit points increase by 20. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

STAMINA ADRENAL (IMPROVED)
Consumable *(adrenal)*, *prototype*
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's current and maximum hit points increase by 30. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

STAMINA ADRENAL (SUPERIOR)
Consumable *(adrenal)*, *advanced*
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target's current and maximum hit points increase by 40. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

SORCERER'S ADRENAL (BASIC)
Consumable *(adrenal)*, *standard*
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target gains a +1 bonus to its damage and healing rolls with force powers. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

SORCERER'S ADRENAL (FINE)
Consumable *(adrenal)*, *premium*
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target gains a +1 bonus to its force attack rolls, force save DC, and damage and healing rolls with force powers. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

SORCERER'S ADRENAL (IMPROVED)
Consumable *(adrenal)*, *prototype*
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target gains a +2 bonus to its force attack rolls, force save DC, and damage and healing rolls with force powers. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

SORCERER'S ADRENAL (SUPERIOR)
Consumable *(adrenal)*, *advanced*
As an action, you can administer this adrenal to a creature within 5 feet. When you administer this adrenal, the target gains a +3 bonus to its force attack rolls, force save DC, and damage and healing rolls with force powers. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

CONSUMABLES (AMMUNITION)

Item	Rarity
Ammunition	
Dart (Average)	Premium
Flux Collimator (Average)	Premium
Oscillation Calibrator (Average)	Premium
Power Cell (Average)	Premium
Slug Cartridge (Average)	Premium
Dart (Major)	Prototype
Flux Collimator (Major)	Prototype
Oscillation Calibrator (Major)	Prototype
Power Cell (Major)	Prototype
Slug Cartridge (Major)	Prototype
Dart (Deadly)	Advanced
Flux Collimator (Deadly)	Advanced
Oscillation Calibrator (Deadly)	Advanced
Power Cell (Deadly)	Advanced
Slug Cartridge (Deadly)	Advanced
Dart (Lethal)	Legendary
Flux Collimator (Lethal)	Legendary
Oscillation Calibrator (Lethal)	Legendary
Power Cell (Lethal)	Legendary
Slug Cartridge (Lethal)	Legendary
Dart (Devastating)	Artifact
Flux Collimator (Devastating)	Artifact
Oscillation Calibrator (Devastating)	Artifact
Power Cell (Devastating)	Artifact
Slug Cartridge (Devastating)	Artifact

DART (AVERAGE)

Consumable (ammunition), premium

You have a +1 bonus to attack and damage rolls made with this enhanced wrist launcher dart, which deals 1d6 kinetic damage on a hit. This bonus is in addition to any bonuses granted by the weapon. Once the dart has been fired, it no longer gives a bonus.

DART (DEADLY)

Consumable (ammunition), advanced

You have a +3 bonus to attack and damage rolls made with this enhanced wrist launcher dart, which deals 1d6 kinetic damage on a hit. This bonus is in addition to any bonuses granted by the weapon. Once the dart has been fired, it no longer gives a bonus.

DART (DEVASTATING)

Consumable (ammunition), artifact

You have a +3 bonus to attack rolls and deal an additional 1d10 damage with this enhanced wrist launcher dart, which deals 1d6 kinetic damage on a hit. This bonus is in addition to any bonuses granted by the weapon. Once the dart has been fired, it no longer gives a bonus.

DART (LETHAL)

Consumable (ammunition), legendary

You have a +3 bonus to attack rolls and deal an additional 1d8 damage with this enhanced wrist launcher dart, which deals 1d6 kinetic damage on a hit. This bonus is in addition to any bonuses granted by the weapon. Once the dart has been fired, it no longer gives a bonus.

DART (MAJOR)

Consumable (ammunition), prototype

You have a +2 bonus to attack and damage rolls made with this enhanced wrist launcher dart, which deals 1d6 kinetic damage on a hit. This bonus is in addition to any bonuses granted by the weapon. Once the dart has been fired, it no longer gives a bonus.

FLUX COLLIMATOR (AVERAGE)

Consumable (ammunition), premium

As an action, you can apply this collimator to one lightweapon within 5 feet, granting it a +1 bonus to attack and damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, if the weapon is not enhanced, it becomes enhanced for the duration.

FLUX COLLIMATOR (DEADLY)

Consumable (ammunition), advanced

As an action, you can apply this collimator to one lightweapon within 5 feet, granting it a +3 bonus to attack and damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, if the weapon is not enhanced, it becomes enhanced for the duration.

FLUX COLLIMATOR (DEVASTATING)

Consumable (ammunition), artifact

As an action, you can apply this collimator to one lightweapon within 5 feet, granting it a +3 bonus to attack rolls and dealing an additional 1d10 damage for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, if the weapon is not enhanced, it becomes enhanced for the duration.

FLUX COLLIMATOR (LETHAL)

Consumable (ammunition), legendary

As an action, you can apply this collimator to one lightweapon within 5 feet, granting it a +3 bonus to attack rolls and dealing an additional 1d8 damage for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, if the weapon is not enhanced, it becomes enhanced for the duration.

FLUX COLLIMATOR (MAJOR)

Consumable (ammunition), prototype

As an action, you can apply this collimator to one lightweapon within 5 feet, granting it a +2 bonus to attack and damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, if the weapon is not enhanced, it becomes enhanced for the duration.

OSCILLATION CALIBRATOR (AVERAGE)
Consumable (ammunition), premium
As an action, you can apply this calibrator to one vibroweapon or pair of handwraps within 5 feet, granting it a +1 bonus to attack and damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, if the weapon is not enhanced, it becomes enhanced for the duration.

OSCILLATION CALIBRATOR (DEADLY)
Consumable (ammunition), advanced
As an action, you can apply this calibrator to one vibroweapon or pair of handwraps within 5 feet, granting it a +3 bonus to attack and damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, if the weapon is not enhanced, it becomes enhanced for the duration.

OSCILLATION CALIBRATOR (DEVASTATING)
Consumable (ammunition), artifact
As an action, you can apply this calibrator to one vibroweapon or pair of handwraps within 5 feet, granting it a +3 bonus to attack rolls and dealing an additional 1d10 damage for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, if the weapon is not enhanced, it becomes enhanced for the duration.

OSCILLATION CALIBRATOR (LETHAL)
Consumable (ammunition), legendary
As an action, you can apply this calibrator to one vibroweapon or pair of handwraps within 5 feet, granting it a +3 bonus to attack rolls and dealing an additional 1d8 damage for 1 minute. This bonus is in addition to any bonuses granted by the weapon.

OSCILLATION CALIBRATOR (MAJOR)
Consumable (ammunition), prototype
As an action, you can apply this calibrator to one vibroweapon or pair of handwraps within 5 feet, granting it a +2 bonus to attack and damage rolls for 1 minute. This bonus is in addition to any bonuses granted by the weapon. Additionally, if the weapon is not enhanced, it becomes enhanced for the duration.

POWER CELL (AVERAGE)
Consumable (ammunition), premium
You have a +1 bonus to attack and damage rolls made with this enhanced power cell. This bonus is in addition to any bonuses granted by the weapon. Once the power cell is depleted, it no longer gives a bonus.

POWER CELL (DEADLY)
Consumable (ammunition), advanced
You have a +3 bonus to attack and damage rolls made with this enhanced power cell. This bonus is in addition to any bonuses granted by the weapon. Once the power cell is depleted, it no longer gives a bonus.

POWER CELL (DEVASTATING)
Consumable (ammunition), artifact
You have a +3 bonus to attack rolls and deal an additional 1d10 damage with this enhanced power cell. This bonus is in addition to any bonuses granted by the weapon. Once the power cell is depleted, it no longer gives a bonus.

POWER CELL (LETHAL)
Consumable (ammunition), legendary
You have a +3 bonus to attack rolls and deal an additional 1d8 damage with this enhanced power cell. This bonus is in addition to any bonuses granted by the weapon. Once the power cell is depleted, it no longer gives a bonus.

POWER CELL (MAJOR)
Consumable (ammunition), prototype
You have a +2 bonus to attack and damage rolls made with this enhanced power cell. This bonus is in addition to any bonuses granted by the weapon. Once the power cell is depleted, it no longer gives a bonus.

SLUG CARTRIDGE (AVERAGE)
Consumable (ammunition), premium
You have a +1 bonus to attack and damage rolls made with this enhanced slug cartridge. This bonus is in addition to any bonuses granted by the weapon. Once the slug cartridge has been fired, it no longer gives a bonus.

SLUG CARTRIDGE (DEADLY)
Consumable (ammunition), advanced
You have a +3 bonus to attack and damage rolls made with this enhanced slug cartridge. This bonus is in addition to any bonuses granted by the weapon. Once the slug cartridge has been fired, it no longer gives a bonus.

SLUG CARTRIDGE (DEVASTATING)
Consumable (ammunition), artifact
You have a +3 bonus to attack rolls and deal an additional 1d10 damage with this enhanced slug cartridge. This bonus is in addition to any bonuses granted by the weapon. Once the slug cartridge has been fired, it no longer gives a bonus.

SLUG CARTRIDGE (LETHAL)
Consumable (ammunition), legendary
You have a +3 bonus to attack rolls and deal an additional 1d8 damage with this enhanced slug cartridge. This bonus is in addition to any bonuses granted by the weapon. Once the slug cartridge has been fired, it no longer gives a bonus.

SLUG CARTRIDGE (MAJOR)
Consumable (ammunition), prototype
You have a +2 bonus to attack and damage rolls made with this enhanced slug cartridge. This bonus is in addition to any bonuses granted by the weapon. Once the slug cartridge has been fired, it no longer gives a bonus.

CONSUMABLES (BARRIERS)

Item	Rarity	Page
Barriers		
Environmental Barrier Mk I	Standard	
Physical Barrier Mk I	Standard	
Environmental Barrier Mk II	Premium	
Physical Barrier Mk II	Premium	
Environmental Barrier Mk III	Prototype	
Physical Barrier Mk III	Prototype	
Environmental Barrier Mk IV	Advanced	
Physical Barrier Mk IV	Advanced	
Environmental Barrier Mk V	Legendary	
Physical Barrier Mk V	Legendary	
Environmental Barrier Mk VI	Artifact	
Physical Barrier Mk VI	Artifact	

ENVIRONMENTAL BARRIER MK I

Consumable (barrier), standard

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 15 hit points, and lasts 8 hours. Whenever the creature takes damage (one of acid, cold, fire, force, lightning, necrotic, poison, psychic, or sonic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, the creature takes any remaining damage. A creature can benefit from only one barrier at a time.

ENVIRONMENTAL BARRIER MK II

Consumable (barrier), premium

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 30 hit points, and lasts 8 hours. Whenever the creature takes damage (one of acid, cold, fire, force, lightning, necrotic, poison, psychic, or sonic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, the creature takes any remaining damage. A creature can benefit from only one barrier at a time.

ENVIRONMENTAL BARRIER MK III

Consumable (barrier), prototype

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 45 hit points, and lasts 8 hours. Whenever the creature takes damage (one of acid, cold, fire, force, lightning, necrotic, poison, psychic, or sonic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage. A creature can benefit from only one barrier at a time.

ENVIRONMENTAL BARRIER MK IV

Consumable (barrier), advanced

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 60 hit points, and lasts 8 hours. Whenever the creature takes damage (one of acid, cold, fire, force, lightning, necrotic, poison, psychic, or sonic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage. A creature can benefit from only one barrier at a time.

ENVIRONMENTAL BARRIER MK V

Consumable (barrier), legendary

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 75 hit points, and lasts 8 hours. Whenever the creature takes damage (one of acid, cold, fire, force, lightning, necrotic, poison, psychic, or sonic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage. A creature can benefit from only one barrier at a time.

ENVIRONMENTAL BARRIER MK VI

Consumable (barrier), artifact

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 90 hit points, and lasts 8 hours. Whenever the creature takes damage (one of acid, cold, fire, force, lightning, necrotic, poison, psychic, or sonic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage. A creature can benefit from only one barrier at a time.

PHYSICAL BARRIER MK I

Consumable (barrier), standard

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 10 hit points, and lasts 8 hours. Whenever the creature takes damage (one of energy, ion, or kinetic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, the creature takes any remaining damage. A creature can benefit from only one barrier at a time.

PHYSICAL BARRIER MK II

Consumable (barrier), premium

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 20 hit points, and lasts 8 hours. Whenever the creature takes damage (one of energy, ion, or kinetic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, the creature takes any remaining damage. A creature can benefit from only one barrier at a time.

PHYSICAL BARRIER MK III

Consumable (barrier), prototype

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 30 hit points, and lasts 8 hours. Whenever the creature takes damage (one of energy, ion, or kinetic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage. A creature can benefit from only one barrier at a time.

PHYSICAL BARRIER MK IV

Consumable (barrier), advanced

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 40 hit points, and lasts 8 hours. Whenever the creature takes damage (one of energy, ion, or kinetic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage. A creature can benefit from only one barrier at a time.

PHYSICAL BARRIER MK V

Consumable (barrier), legendary

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 50 hit points, and lasts 8 hours. Whenever the creature takes damage (one of energy, ion, or kinetic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage. A creature can benefit from only one barrier at a time.

PHYSICAL BARRIER MK VI

Consumable (barrier), artifact

As an action, you can administer this barrier to a creature within 5 feet. The barrier has 60 hit points, and lasts 8 hours. Whenever the creature takes damage (one of energy, ion, or kinetic, chosen by the GM when the item is created), the barrier takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage. A creature can benefit from only one barrier at a time.

CONSUMABLES (EXPLOSIVES)

Item	Rarity	Page
Explosives		
Grenade, Fragmentation (Average)	Premium	
Mine, Fragmentation (Average)	Premium	
Grenade, Fragmentation (Major)	Prototype	
Mine, Fragmentation (Major)	Prototype	
Grenade, Fragmentation (Deadly)	Advanced	
Mine, Fragmentation (Deadly)	Advanced	
Grenade, Fragmentation (Lethal)	Legendary	
Mine, Fragmentation (Lethal)	Legendary	
Grenade, Fragmentation (Devastating)	Artifact	
Mine, Fragmentation (Devastating)	Artifact	

GRENADE, FRAGMENTATION (AVERAGE)

***Consumable** (explosive), premium*

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 16 Dexterity saving throw. A creature takes 4d10 kinetic damage on a failed save, or half as much as on a successful one.

GRENADE, FRAGMENTATION (DEADLY)

***Consumable** (explosive), advanced*

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 20 Dexterity saving throw. A creature takes 8d10 kinetic damage on a failed save, or half as much as on a successful one.

GRENADE, FRAGMENTATION (DEVASTATING)

***Consumable** (explosive), artifact*

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 24 Dexterity saving throw. A creature takes 12d10 kinetic damage on a failed save, or half as much as on a successful one.

GRENADE, FRAGMENTATION (LETHAL)

***Consumable** (explosive), legendary*

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 22 Dexterity saving throw. A creature takes 10d10 kinetic damage on a failed save, or half as much as on a successful one.

GRENADE, FRAGMENTATION (MAJOR)

***Consumable** (explosive), prototype*

Grenades can be set to detonate on impact or with a timer that causes them to explode on initiative count 20 (losing all initiative ties). As an action, you can prime and throw a grenade at a point you can see within 30 feet + your Strength modifier x 5. Each creature within 10 feet must make a DC 18 Dexterity saving throw. A creature takes 6d10 kinetic damage on a failed save, or half as much as on a successful one.

MINE, FRAGMENTATION (AVERAGE)

***Consumable** (explosive), premium*

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which activates at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 16 Dexterity saving throw. A creature takes 4d10 kinetic damage on a failed save, or half as much as on a successful one.

MINE, FRAGMENTATION (DEADLY)

***Consumable** (explosive), advanced*

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which activates at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 20 Dexterity saving throw. A creature takes 8d10 kinetic damage on a failed save, or half as much as on a successful one.

MINE, FRAGMENTATION (DEVASTATING)

***Consumable** (explosive), artifact*

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which activates at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 24 Dexterity saving throw. A creature takes 12d10 kinetic damage on a failed save, or half as much as on a successful one.

MINE, FRAGMENTATION (LETHAL)

***Consumable** (explosive), legendary*

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which activates at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 22 Dexterity saving throw. A creature takes 10d10 kinetic damage on a failed save, or half as much as on a successful one.

MINE, FRAGMENTATION (MAJOR)

Consumable *(explosive), prototype*

Mines can be set to detonate when a creature comes within up to 15 feet of it or paired with a remote detonator. As an action, you can prime and set a mine on a surface you can reach, which activates at the start of your next turn. When detonated, each creature within 15 feet of it must make a DC 18 Dexterity saving throw. A creature takes 6d10 kinetic damage on a failed save, or half as much as on a successful one.

CONSUMABLES (MEDPACS)

Item	Rarity
Medpacs	
Vitapac (Basic)	Standard
Medpac (Fine)	Premium
Vitapac (Fine)	Premium
Medpac (Improved)	Prototype
Vitapac (Improved)	Prototype
Medpac (Superior)	Advanced
Vitapac (Superior)	Advanced
Medpac (Exceptional)	Legendary
Vitapac (Exceptional)	Legendary
Medpac (Champion)	Artifact
Vitapac (Champion)	Artifact

MEDPAC (CHAMPION)

Consumable *(medpac), artifact*

A medpac is a quick-acting syringe filled with a concentrated dose of kolto. As an action, you can use this medpac to restore hit points to a beast or humanoid within 5 feet. The creature rolls six dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point). If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

MEDPAC (EXCEPTIONAL)

Consumable *(medpac), legendary*

A medpac is a quick-acting syringe filled with a concentrated dose of kolto. As an action, you can use this medpac to restore hit points to a beast or humanoid within 5 feet. The creature rolls five dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point). If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

MEDPAC (FINE)

Consumable *(medpac), premium*

A medpac is a quick-acting syringe filled with a concentrated dose of kolto. As an action, you can use this medpac to restore hit points to a beast or humanoid within 5 feet. The creature rolls two dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point). If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

MEDPAC (IMPROVED)

Consumable *(medpac), prototype*

A medpac is a quick-acting syringe filled with a concentrated dose of kolto. As an action, you can use this medpac to restore hit points to a beast or humanoid within 5 feet. The creature rolls three dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point) If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

MEDPAC (SUPERIOR)

Consumable *(medpac), advanced*

A medpac is a quick-acting syringe filled with a concentrated dose of kolto. As an action, you can use this medpac to restore hit points to a beast or humanoid within 5 feet. The creature rolls four dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point). If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

VITAPAC (BASIC)

Consumable *(medpac), standard*

This fast-acting syringe grants a revitalizing boost. As an action, you can use this vitapac to restore expended Hit Dice to a beast or humanoid within 5 feet. The creature immediately regains two Hit Dice. If the creature has spent Hit Dice of different sizes, determine which Hit Dice are restored randomly.

VITAPAC (CHAMPION)

Consumable *(medpac), artifact*

This fast-acting syringe grants a revitalizing boost. As an action, you can use this vitapac to restore expended Hit Dice to a beast or humanoid within 5 feet. The creature immediately regains nine Hit Dice. If the creature has spent Hit Dice of different sizes, determine which Hit Dice are restored randomly.

VITAPAC (EXCEPTIONAL)

Consumable *(medpac), legendary*

This fast-acting syringe grants a revitalizing boost. As an action, you can use this vitapac to restore expended Hit Dice to a beast or humanoid within 5 feet. The creature immediately regains eight Hit Dice. If the creature has spent Hit Dice of different sizes, determine which Hit Dice are restored randomly.

VITAPAC (FINE)

Consumable *(medpac), premium*

This fast-acting syringe grants a revitalizing boost. As an action, you can use this vitapac to restore expended Hit Dice to a beast or humanoid within 5 feet. The creature immediately regains three Hit Dice. If the creature has spent Hit Dice of different sizes, determine which Hit Dice are restored randomly.

VITAPAC (IMPROVED)

Consumable *(medpac), prototype*

This fast-acting syringe grants a revitalizing boost. As an action, you can use this vitapac to restore expended Hit Dice to a beast or humanoid within 5 feet. The creature immediately regains five Hit Dice. If the creature has spent Hit Dice of different sizes, determine which Hit Dice are restored randomly.

VITAPAC (SUPERIOR)

Consumable *(medpac), advanced*

This fast-acting syringe grants a revitalizing boost. As an action, you can use this vitapac to restore expended Hit Dice to a beast or humanoid within 5 feet. The creature immediately regains six Hit Dice. If the creature has spent Hit Dice of different sizes, determine which Hit Dice are restored randomly.

CONSUMABLES (POISONS)

Item	Rarity
Poisons	
Poison (Average)	Premium
Poison (Major)	Prototype
Poison (Deadly)	Advanced
Poison (Lethal)	Legendary
Poison (Devastating)	Artifact

POISON (AVERAGE)

Consumable *(poison),* ***premium***

As an action, you can use the poison in this vial to coat one vibroweapon, one slug cartridge, or one wrist launcher dart. A creature hit by the poisoned weapon must make a DC 16 Constitution saving throw, taking 4d4 poison damage on a failed save or half as much on a successful one. Once applied, the poison retains potency for 1 minute before drying.

POISON (DEADLY)

Consumable *(poison),* ***advanced***

As an action, you can use the poison in this vial to coat one vibroweapon, one slug cartridge, or one wrist launcher dart. A creature hit by the poisoned weapon must make a DC 20 Constitution saving throw, taking 8d4 poison damage on a failed save or half as much on a successful one. Once applied, the poison retains potency for 1 minute before drying.

POISON (DEVASTATING)

Consumable *(poison),* ***artifact***

As an action, you can use the poison in this vial to coat one vibroweapon, one slug cartridge, or one wrist launcher dart. A creature hit by the poisoned weapon must make a DC 24 Constitution saving throw, taking 12d4 poison damage on a failed save or half as much on a successful one. Once applied, the poison retains potency for 1 minute before drying.

POISON (LETHAL)

Consumable *(poison),* ***legendary***

As an action, you can use the poison in this vial to coat one vibroweapon, one slug cartridge, or one wrist launcher dart. A creature hit by the poisoned weapon must make a DC 22 Constitution saving throw, taking 10d4 poison damage on a failed save or half as much on a successful one. Once applied, the poison retains potency for 1 minute before drying.

POISON (MAJOR)

Consumable *(poison),* ***prototype***

As an action, you can use the poison in this vial to coat one vibroweapon, one slug cartridge, or one wrist launcher dart. A creature hit by the poisoned weapon must make a DC 18 Constitution saving throw, taking 6d4 poison damage on a failed save or half as much on a successful one. Once applied, the poison retains potency for 1 minute before drying.

CONSUMABLES (STIMPACS)

Item	Rarity	Page
Stimpacs		
Charisma Stim (Basic)	Standard	
Constitution Stim (Basic)	Standard	
Dexterity Stim (Basic)	Standard	
Intelligence Stim (Basic)	Standard	
Strength Stim (Basic)	Standard	
Wisdom Stim (Basic)	Standard	
Charisma Stim (Fine)	Premium	
Constitution Stim (Fine)	Premium	
Dexterity Stim (Fine)	Premium	
Intelligence Stim (Fine)	Premium	
Strength Stim (Fine)	Premium	
Wisdom Stim (Fine)	Premium	
Charisma Stim (Improved)	Prototype	
Constitution Stim (Improved)	Prototype	
Dexterity Stim (Improved)	Prototype	
Intelligence Stim (Improved)	Prototype	
Strength Stim (Improved)	Prototype	
Wisdom Stim (Improved)	Prototype	
Charisma Stim (Superior)	Advanced	
Constitution Stim (Superior)	Advanced	
Dexterity Stim (Superior)	Advanced	
Intelligence Stim (Superior)	Advanced	
Strength Stim (Superior)	Advanced	
Wisdom Stim (Superior)	Advanced	
Charisma Stim (Exceptional)	Legendary	
Constitution Stim (Exceptional)	Legendary	
Dexterity Stim (Exceptional)	Legendary	
Intelligence Stim (Exceptional)	Legendary	
Strength Stim (Exceptional)	Legendary	
Wisdom Stim (Exceptional)	Legendary	
Charisma Stim (Champion)	Artifact	
Constitution Stim (Champion)	Artifact	
Dexterity Stim (Champion)	Artifact	
Intelligence Stim (Champion)	Artifact	
Strength Stim (Champion)	Artifact	
Wisdom Stim (Champion)	Artifact	

CHARISMA STIM (BASIC)

Consumable *(stimpac), standard*

As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Charisma score increases by 2, to a maximum of 20. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CHARISMA STIM (CHAMPION)

Consumable *(stimpac), artifact*

As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Charisma score increases by 10, and its maximum for this score increases by 10. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CHARISMA STIM (EXCEPTIONAL)

Consumable *(stimpac), legendary*

As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Charisma score increases by 8, and its maximum for this score increases by 8. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CHARISMA STIM (FINE)

Consumable *(stimpac), premium*

As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Charisma score increases by 2, and its maximum for this score increases by 2. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CHARISMA STIM (IMPROVED)

Consumable *(stimpac), prototype*

As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Charisma score increases by 4, and its maximum for this score increases by 4. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CHARISMA STIM (SUPERIOR)

Consumable *(stimpac), advanced*

As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Charisma score increases by 6, and its maximum for this score increases by 6. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CONSTITUTION STIM (BASIC)

Consumable *(stimpac), standard*

As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Constitution score increases by 2, to a maximum of 20. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CONSTITUTION STIM (CHAMPION)

Consumable *(stimpac), artifact*

As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Constitution score increases by 10, and its maximum for this score increases by 10. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CONSTITUTION STIM (EXCEPTIONAL)
Consumable (stimpac), legendary
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Constitution score increases by 8, and its maximum for this score increases by 8. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CONSTITUTION STIM (FINE)
Consumable (stimpac), premium
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Constitution score increases by 2, and its maximum for this score increases by 2. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CONSTITUTION STIM (IMPROVED)
Consumable (stimpac), prototype
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Constitution score increases by 4, and its maximum for this score increases by 4. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CONSTITUTION STIM (SUPERIOR)
Consumable (stimpac), advanced
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Constitution score increases by 6, and its maximum for this score increases by 6. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

DEXTERITY STIM (BASIC)
Consumable (stimpac), standard
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Dexterity score increases by 2, to a maximum of 20. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

DEXTERITY STIM (CHAMPION)
Consumable (stimpac), artifact
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Dexterity score increases by 10, and its maximum for this score increases by 10. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

DEXTERITY STIM (EXCEPTIONAL)
Consumable (stimpac), legendary
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Dexterity score increases by 8, and its maximum for this score increases by 8. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

DEXTERITY STIM (FINE)
Consumable (stimpac), premium
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Dexterity score increases by 2, and its maximum for this score increases by 2. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

DEXTERITY STIM (IMPROVED)
Consumable (stimpac), prototype
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Dexterity score increases by 4, and its maximum for this score increases by 4. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

DEXTERITY STIM (SUPERIOR)
Consumable (stimpac), advanced
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Dexterity score increases by 6, and its maximum for this score increases by 6. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

INTELLIGENCE STIM (BASIC)
Consumable (stimpac), standard
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Intelligence score increases by 2, to a maximum of 20. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

INTELLIGENCE STIM (CHAMPION)
Consumable (stimpac), artifact
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Intelligence score increases by 10, and its maximum for this score increases by 10. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

INTELLIGENCE STIM (EXCEPTIONAL)
Consumable (stimpac), legendary
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Intelligence score increases by 8, and its maximum for this score increases by 8. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

INTELLIGENCE STIM (FINE)
Consumable (stimpac), premium
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Intelligence score increases by 2, and its maximum for this score increases by 2. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

INTELLIGENCE STIM (IMPROVED)
Consumable (stimpac), prototype
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Intelligence score increases by 4, and its maximum for this score increases by 4. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

INTELLIGENCE STIM (SUPERIOR)
Consumable (stimpac), advanced
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Intelligence score increases by 6, and its maximum for this score increases by 6. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

STRENGTH STIM (BASIC)
Consumable (stimpac), standard
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Strength score increases by 2, to a maximum of 20. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

STRENGTH STIM (CHAMPION)
Consumable (stimpac), artifact
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Strength score increases by 10, and its maximum for this score increases by 10. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

STRENGTH STIM (EXCEPTIONAL)
Consumable (stimpac), legendary
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Strength score increases by 8, and its maximum for this score increases by 8. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

STRENGTH STIM (FINE)
Consumable (stimpac), premium
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Strength score increases by 2, and its maximum for this score increases by 2. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

STRENGTH STIM (IMPROVED)
Consumable (stimpac), prototype
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Strength score increases by 4, and its maximum for this score increases by 4. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

STRENGTH STIM (SUPERIOR)
Consumable (stimpac), advanced
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Strength score increases by 6, and its maximum for this score increases by 6. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

WISDOM STIM (BASIC)
Consumable (stimpac), standard
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Wisdom score increases by 2, to a maximum of 20. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

WISDOM STIM (CHAMPION)
Consumable (stimpac), artifact
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Wisdom score increases by 10, and its maximum for this score increases by 10. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

WISDOM STIM (EXCEPTIONAL)
Consumable (stimpac), legendary
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Wisdom score increases by 8, and its maximum for this score increases by 8. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

WISDOM STIM (FINE)
Consumable (stimpac), premium
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Wisdom score increases by 2, and its maximum for this score increases by 2. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

WISDOM STIM (IMPROVED)
Consumable (stimpac), prototype
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Wisdom score increases by 4, and its maximum for this score increases by 4. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

WISDOM STIM (SUPERIOR)
Consumable (stimpac), advanced
As an action, you can administer this stimpac to a creature within 5 feet. When you administer this stimpac, the target's Wisdom score increases by 6, and its maximum for this score increases by 6. This effect lasts for 1 hour. A creature can benefit from only one stimpac at a time.

CONSUMABLES (SUBSTANCES)

Item	Rarity
Substances	
Andris (Fine)	Premium
Cilona (Fine)	Premium
Deuterium-pyro (Fine)	Premium
Giggledust (Fine)	Premium
Glitterstim (Fine)	Premium
Karrak (Fine)	Premium
Mummergy (Fine)	Premium
Muon Gold (Fine)	Premium
Novanian Grog (Fine)	Premium
Raava (Fine)	Premium
Spicebrew (Fine)	Premium
Tihaar (Fine)	Premium
Tsiraki (Fine)	Premium
Vayerbok (Fine)	Premium
Yaladai (Fine)	Premium
Yarrock (Fine)	Premium
Andris (Uncut)	Prototype
Cilona (Uncut)	Prototype
Deuterium-pyro (Matured)	Prototype
Giggledust (Uncut)	Prototype
Glitterstim (Uncut)	Prototype
Karrak (Uncut)	Prototype
Mummergy (Matured)	Prototype
Muon Gold (Uncut)	Prototype
Novanian Grog (Matured)	Prototype
Raava (Matured)	Prototype
Spicebrew (Matured)	Prototype
Tihaar (Matured)	Prototype
Tsiraki (Matured)	Prototype
Vayerbok (Matured)	Prototype
Yaladai (Uncut)	Prototype
Yarrock (Uncut)	Prototype
Andris (High Quality)	Advanced
Cilona (High Quality)	Advanced
Deuterium-pyro (Aged)	Advanced
Giggledust (High Quality)	Advanced
Glitterstim (High Quality)	Advanced
Karrak (High Quality)	Advanced
Mummergy (Aged)	Advanced
Muon Gold (High Quality)	Advanced
Novanian Grog (Aged)	Advanced
Raava (Aged)	Advanced
Spicebrew (Aged)	Advanced
Tihaar (Aged)	Advanced
Tsiraki (Aged)	Advanced

Item	Rarity
Substances	
Vayerbok (Aged)	Advanced
Yaladai (High Quality)	Advanced
Yarrock (High Quality)	Advanced
Andris (Potent)	Legendary
Cilona (Potent)	Legendary
Deuterium-pyro (Reserve)	Legendary
Giggledust (Potent)	Legendary
Glitterstim (Potent)	Legendary
Karrak (Potent)	Legendary
Mummergy (Reserve)	Legendary
Muon Gold (Potent)	Legendary
Novanian Grog (Reserve)	Legendary
Raava (Reserve)	Legendary
Spicebrew (Reserve)	Legendary
Tihaar (Reserve)	Legendary
Tsiraki (Reserve)	Legendary
Vayerbok (Reserve)	Legendary
Yaladai (Potent)	Legendary
Yarrock (Potent)	Legendary
Andris (Pure)	Artifact
Cilona (Pure)	Artifact
Deuterium-pyro (Special)	Artifact
Giggledust (Pure)	Artifact
Glitterstim (Pure)	Artifact
Karrak (Pure)	Artifact
Mummergy (Special)	Artifact
Muon Gold (Pure)	Artifact
Novanian Grog (Special)	Artifact
Raava (Special)	Artifact
Spicebrew (Special)	Artifact
Tihaar (Special)	Artifact
Tsiraki (Special)	Artifact
Vayerbok (Special)	Artifact
Yaladai (Pure)	Artifact
Yarrock (Pure)	Artifact

ANDRIS (FINE)

Consumable (substance), premium

Refined andris crystal, a spice mined most commonly on Sevarcos II, sharpens a creature's mind when smoked. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 16 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 16 Constitution saving throw to resist addiction.

ANDRIS (HIGH QUALITY)

Consumable (substance), advanced

Refined andris crystal, a spice mined most commonly on Sevarcos II, sharpens a creature's mind when smoked. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 20 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 20 Constitution saving throw to resist addiction.

ANDRIS (POTENT)

Consumable (substance), legendary

Refined andris crystal, a spice mined most commonly on Sevarcos II, sharpens a creature's mind when smoked. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 22 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 22 Constitution saving throw to resist addiction.

ANDRIS (PURE)

Consumable (substance), artifact

Refined andris crystal, a spice mined most commonly on Sevarcos II, sharpens a creature's mind when smoked. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 24 Wisdom saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 24 Constitution saving throw to resist addiction.

ANDRIS (UNCUT)

Consumable (substance), prototype

Refined andris crystal, a spice mined most commonly on Sevarcos II, sharpens a creature's mind when smoked. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 18 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 18 Constitution saving throw to resist addiction.

CILONA (FINE)

Consumable (substance), premium

Cilona, the active ingredient in deathsticks, is a hallucinogen that causes an ecstatic feeling that improves strength. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 16 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 16 Constitution saving throw to resist addiction.

CILONA (HIGH QUALITY)

Consumable (substance), advanced

Cilona, the active ingredient in deathsticks, is a hallucinogen that causes an ecstatic feeling that improves strength. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 20 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 20 Constitution saving throw to resist addiction.

CILONA (POTENT)

Consumable (substance), legendary

Cilona, the active ingredient in deathsticks, is a hallucinogen that causes an ecstatic feeling that improves strength. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 22 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 22 Constitution saving throw to resist addiction.

CILONA (PURE)

Consumable (substance), artifact

Cilona, the active ingredient in deathsticks, is a hallucinogen that causes an ecstatic feeling that improves strength. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 24 Wisdom saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 24 Constitution saving throw to resist addiction.

CILONA (UNCUT)

Consumable (substance), prototype

Cilona, the active ingredient in deathsticks, is a hallucinogen that causes an ecstatic feeling that improves strength. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 18 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 18 Constitution saving throw to resist addiction.

DEUTERIUM-PYRO (AGED)

Consumable (substance), advanced

This alcoholic beverage, favored amongst ruffians, features a terrible flavor and strong aftertaste. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 20 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 20 Wisdom saving throw to resist addiction.

DEUTERIUM-PYRO (FINE)

Consumable (substance), premium

This alcoholic beverage, favored amongst ruffians, features a terrible flavor and strong aftertaste. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 16 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 16 Wisdom saving throw to resist addiction.

DEUTERIUM-PYRO (MATURED)

Consumable (substance), prototype

This alcoholic beverage, favored amongst ruffians, features a terrible flavor and strong aftertaste. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 18 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 18 Wisdom saving throw to resist addiction.

DEUTERIUM-PYRO (RESERVE)

Consumable (substance), legendary

This alcoholic beverage, favored amongst ruffians, features a terrible flavor and strong aftertaste. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 22 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 22 Wisdom saving throw to resist addiction.

DEUTERIUM-PYRO (SPECIAL)

Consumable (substance), artifact

This alcoholic beverage, favored amongst ruffians, features a terrible flavor and strong aftertaste. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Strength. At the end of the high, the creature must succeed on a DC 24 Constitution saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Strength. At the end of the low, the creature must make a DC 24 Wisdom saving throw to resist addiction.

GIGGLEDUST (FINE)

Consumable (substance), premium

This sandy-brown powder makes everything humorous while enhancing a creature's nimbleness. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 16 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 16 Constitution saving throw to resist addiction.

GIGGLEDUST (HIGH QUALITY)

Consumable (substance), advanced

This sandy-brown powder makes everything humorous while enhancing a creature's nimbleness. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 20 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 20 Constitution saving throw to resist addiction.

GIGGLEDUST (POTENT)

Consumable (substance), legendary

This sandy-brown powder makes everything humorous while enhancing a creature's nimbleness. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 22 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 22 Constitution saving throw to resist addiction.

GIGGLEDUST (PURE)

Consumable (substance), artifact

This sandy-brown powder makes everything humorous while enhancing a creature's nimbleness. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 24 Wisdom saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 24 Constitution saving throw to resist addiction.

GIGGLEDUST (UNCUT)

Consumable (substance), prototype

This sandy-brown powder makes everything humorous while enhancing a creature's nimbleness. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 18 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 18 Constitution saving throw to resist addiction.

GLITTERSTIM (FINE)

Consumable (substance), premium

A silvery-green webbing sharp to the touch, yet when liquidized causes a heightened mental state and pleasurable boost. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 16 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 16 Constitution saving throw to resist addiction.

GLITTERSTIM (HIGH QUALITY)

Consumable (substance), advanced

A silvery-green webbing sharp to the touch, yet when liquidized causes a heightened mental state and pleasurable boost. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 20 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 20 Constitution saving throw to resist addiction.

GLITTERSTIM (POTENT)

Consumable (substance), legendary

A silvery-green webbing sharp to the touch, yet when liquidized causes a heightened mental state and pleasurable boost. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 22 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 22 Constitution saving throw to resist addiction.

GLITTERSTIM (PURE)

Consumable (substance), artifact

A silvery-green webbing sharp to the touch, yet when liquidized causes a heightened mental state and pleasurable boost. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 24 Wisdom saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 24 Constitution saving throw to resist addiction.

GLITTERSTIM (UNCUT)

Consumable (substance), prototype

A silvery-green webbing sharp to the touch, yet when liquidized causes a heightened mental state and pleasurable boost. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 18 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 18 Constitution saving throw to resist addiction.

KARRAK (FINE)

Consumable (substance), premium

A powerful painkiller, karrak allows creatures to continue through the most grievous injuries. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d4 temporary hit points. At the end of the high, the creature must succeed on a DC 16 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d4. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 16 Constitution saving throw to resist addiction.

KARRAK (HIGH QUALITY)

Consumable (substance), advanced

A powerful painkiller, karrak allows creatures to continue through the most grievous injuries. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d8 temporary hit points. At the end of the high, the creature must succeed on a DC 20 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d8. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 20 Constitution saving throw to resist addiction.

KARRAK (POTENT)

Consumable (substance), legendary

A powerful painkiller, karrak allows creatures to continue through the most grievous injuries. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d10 temporary hit points. At the end of the high, the creature must succeed on a DC 22 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d10. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 22 Constitution saving throw to resist addiction.

KARRAK (PURE)

Consumable (substance), artifact

A powerful painkiller, karrak allows creatures to continue through the most grievous injuries. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d12 temporary hit points. At the end of the high, the creature must succeed on a DC 24 Wisdom saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d12. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 24 Constitution throw to resist addiction.

KARRAK (UNCUT)

Consumable (substance), prototype

A powerful painkiller, karrak allows creatures to continue through the most grievous injuries. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d6 temporary hit points. At the end of the high, the creature must succeed on a DC 18 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d6. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 18 Constitution saving throw to resist addiction.

MUMMERGY (AGED)

Consumable (substance), advanced

Mummergy is a strong-smelling liquor derived from a plant of the same name. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 20 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 20 Wisdom saving throw to resist addiction.

MUMMERGY (FINE)

Consumable (substance), premium

Mummergy is a strong-smelling liquor derived from a plant of the same name. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 16 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 16 Wisdom saving throw to resist addiction.

MUMMERGY (MATURED)

Consumable (substance), prototype

Mummergy is a strong-smelling liquor derived from a plant of the same name. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 18 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 18 Wisdom saving throw to resist addiction.

MUMMERGY (RESERVE)

Consumable (substance), legendary

Mummergy is a strong-smelling liquor derived from a plant of the same name. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 22 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 22 Wisdom saving throw to resist addiction.

MUMMERGY (SPECIAL)

Consumable (substance), artifact

Mummergy is a strong-smelling liquor derived from a plant of the same name. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Intelligence. At the end of the high, the creature must succeed on a DC 24 Constitution saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Intelligence. At the end of the low, the creature must make a DC 24 Wisdom saving throw to resist addiction.

MUON GOLD (FINE)

Consumable (substance), premium

Muon gold is a lubricant-based spice that gives users intensified mental clarity and focus for a short time. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that increases their current and maximum tech points by 2d4. At the end of the high, the creature must succeed on a DC 16 Wisdom saving throw or experience a low that lasts 1 hour, their current and maximum tech points are reduced by 2d4. At the end of the low, the creature must make a DC 16 Constitution saving throw to resist addiction.

MUON GOLD (HIGH QUALITY)

Consumable (substance), advanced

Muon gold is a lubricant-based spice that gives users intensified mental clarity and focus for a short time. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that increases their current and maximum tech points by 2d8. At the end of the high, the creature must succeed on a DC 20 Wisdom saving throw or experience a low that lasts 4 hours, their current and maximum tech points are reduced by 2d8. At the end of the low, the creature must make a DC 20 Constitution saving throw to resist addiction.

MUON GOLD (POTENT)

Consumable (substance), legendary

Muon gold is a lubricant-based spice that gives users intensified mental clarity and focus for a short time. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that increases their current and maximum tech points by 2d10. At the end of the high, the creature must succeed on a DC 22 Wisdom saving throw or experience a low that lasts 4 hours, their current and maximum tech points are reduced by 2d10. At the end of the low, the creature must make a DC 22 Constitution saving throw to resist addiction.

MUON GOLD (PURE)

Consumable (substance), artifact

Muon gold is a lubricant-based spice that gives users intensified mental clarity and focus for a short time. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that increases their current and maximum tech points by 2d12. At the end of the high, the creature must succeed on a DC 24 Wisdom saving throw or experience a low that lasts 8 hours, their current and maximum tech points are reduced by 2d12. At the end of the low, the creature must make a DC 24 Constitution saving throw to resist addiction.

MUON GOLD (UNCUT)

Consumable (substance), prototype

Muon gold is a lubricant-based spice that gives users intensified mental clarity and focus for a short time. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that increases their current and maximum tech points by 2d6. At the end of the high, the creature must succeed on a DC 18 Wisdom saving throw or experience a low that lasts 1 hour, their current and maximum tech points are reduced by 2d6. At the end of the low, the creature must make a DC 18 Constitution saving throw to resist addiction.

NOVANIAN GROG (AGED)

Consumable (substance), advanced

This grog features a pungent odor and a strong kick. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that increases their current and maximum tech points by 2d8. At the end of the high, the creature must succeed on a DC 20 Constitution saving throw or experience a low that lasts 4 hours, their current and maximum tech points are reduced by 2d8. At the end of the low, the creature must make a DC 20 Wisdom saving throw to resist addiction.

NOVANIAN GROG (FINE)

Consumable (substance), premium

This grog features a pungent odor and a strong kick. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that increases their current and maximum tech points by 2d4. At the end of the high, the creature must succeed on a DC 16 Constitution saving throw or experience a low that lasts 1 hour, their current and maximum tech points are reduced by 2d4. At the end of the low, the creature must make a DC 16 Wisdom saving throw to resist addiction.

NOVANIAN GROG (MATURED)

Consumable (substance), prototype

This grog features a pungent odor and a strong kick. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that increases their current and maximum tech points by 2d6. At the end of the high, the creature must succeed on a DC 18 Constitution saving throw or experience a low that lasts 1 hour, their current and maximum tech points are reduced by 2d6. At the end of the low, the creature must make a DC 18 Wisdom saving throw to resist addiction.

NOVANIAN GROG (RESERVE)

Consumable (substance), legendary

This grog features a pungent odor and a strong kick. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that increases their current and maximum tech points by 2d10. At the end of the high, the creature must succeed on a DC 22 Constitution saving throw or experience a low that lasts 4 hours, their current and maximum tech points are reduced by 2d10. At the end of the low, the creature must make a DC 22 Wisdom saving throw to resist addiction.

NOVANIAN GROG (SPECIAL)

Consumable (substance), artifact

This grog features a pungent odor and a strong kick. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that increases their current and maximum tech points by 2d12. At the end of the high, the creature must succeed on a DC 24 Constitution saving throw or experience a low that lasts 8 hours, their current and maximum tech points are reduced by 2d12. At the end of the low, the creature must make a DC 24 Wisdom saving throw to resist addiction.

RAAVA (AGED)

Consumable (substance), advanced

Raava is a traditional liquor breed from zsajhira berries. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 20 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 20 Wisdom saving throw to resist addiction.

RAAVA (FINE)

Consumable (substance), premium

Raava is a traditional liquor breed from zsajhira berries. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 16 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 16 Wisdom saving throw to resist addiction.

RAAVA (MATURED)

Consumable (substance), prototype

Raava is a traditional liquor breed from zsajhira berries. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 18 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 18 Wisdom saving throw to resist addiction.

RAAVA (RESERVE)

Consumable (substance), legendary

Raava is a traditional liquor breed from zsajhira berries. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 22 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 22 Wisdom saving throw to resist addiction.

RAAVA (SPECIAL)

Consumable (substance), artifact

Raava is a traditional liquor breed from zsajhira berries. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Dexterity. At the end of the high, the creature must succeed on a DC 24 Constitution saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Dexterity. At the end of the low, the creature must make a DC 24 Wisdom saving throw to resist addiction.

SPICEBREW (AGED)

Consumable (substance), advanced

Spicebrew, a popular drink across the galaxy, is a tanned alcoholic beverage topped with foam. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that increases their current and maximum force points by 2d8. At the end of the high, the creature must succeed on a DC 20 Constitution saving throw or experience a low that lasts 4 hours, their current and maximum force points are reduced by 2d8. At the end of the low, the creature must make a DC 20 Wisdom saving throw to resist addiction.

SPICEBREW (FINE)

Consumable (substance), premium

Spicebrew, a popular drink across the galaxy, is a tanned alcoholic beverage topped with foam. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that increases their current and maximum force points by 2d4. At the end of the high, the creature must succeed on a DC 16 Constitution saving throw or experience a low that lasts 1 hour, their current and maximum force points are reduced by 2d4. At the end of the low, the creature must make a DC 16 Wisdom saving throw to resist addiction.

SPICEBREW (MATURED)

Consumable (substance), prototype

Spicebrew, a popular drink across the galaxy, is a tanned alcoholic beverage topped with foam. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that increases their current and maximum force points by 2d6. At the end of the high, the creature must succeed on a DC 18 Constitution saving throw or experience a low that lasts 1 hour, their current and maximum force points are reduced by 2d6. At the end of the low, the creature must make a DC 18 Wisdom saving throw to resist addiction.

SPICEBREW (RESERVE)

Consumable (substance), legendary

Spicebrew, a popular drink across the galaxy, is a tanned alcoholic beverage topped with foam. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that increases their current and maximum force points by 2d10. At the end of the high, the creature must succeed on a DC 22 Constitution saving throw or experience a low that lasts 4 hours, their current and maximum force points are reduced by 2d10. At the end of the low, the creature must make a DC 22 Wisdom saving throw to resist addiction.

SPICEBREW (SPECIAL)

Consumable (substance), artifact

Spicebrew, a popular drink across the galaxy, is a tanned alcoholic beverage topped with foam. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that increases their current and maximum force points by 2d12. At the end of the high, the creature must succeed on a DC 24 Constitution saving throw or experience a low that lasts 8 hours, their current and maximum force points are reduced by 2d12. At the end of the low, the creature must make a DC 24 Wisdom saving throw to resist addiction.

TIHAAR (AGED)

Consumable (substance), advanced

This colorless spirit, favored by Mandalorians, burns the mouth and throat when consumed. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d8 temporary hit points. At the end of the high, the creature must succeed on a DC 20 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d8. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 20 Wisdom saving throw to resist addiction.

TIHAAR (FINE)

Consumable (substance), premium

This colorless spirit, favored by Mandalorians, burns the mouth and throat when consumed. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d4 temporary hit points. At the end of the high, the creature must succeed on a DC 16 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d4. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 16 Wisdom saving throw to resist addiction.

TIHAAR (MATURED)

Consumable (substance), prototype

This colorless spirit, favored by Mandalorians, burns the mouth and throat when consumed. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d6 temporary hit points. At the end of the high, the creature must succeed on a DC 18 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d6. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 18 Wisdom saving throw to resist addiction.

TIHAAR (RESERVE)

Consumable (substance), legendary

This colorless spirit, favored by Mandalorians, burns the mouth and throat when consumed. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d10 temporary hit points. At the end of the high, the creature must succeed on a DC 22 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d10. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 22 Wisdom saving throw to resist addiction.

TIHAAR (SPECIAL)

Consumable (substance), artifact

This colorless spirit, favored by Mandalorians, burns the mouth and throat when consumed. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check or saving throw using Constitution, and at the start of each of the creature's turns it gains 2d12 temporary hit points. At the end of the high, the creature must succeed on a DC 24 Constitution saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check or saving throw using Constitution, and for the duration their current and maximum hit points are reduced by 2d12. If this would reduce your maximum hit points below 1, it instead becomes 1. At the end of the low, the creature must make a DC 24 Wisdom saving throw to resist addiction.

TSIRAKI (AGED)

Consumable (substance), advanced

Tsiraki is a blue-colored alcoholic beverage crafted from fermented salakberries and pickling spices. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 20 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 20 Wisdom saving throw to resist addiction.

TSIRAKI (FINE)

Consumable (substance), premium

Tsiraki is a blue-colored alcoholic beverage crafted from fermented salakberries and pickling spices. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 16 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 16 Wisdom saving throw to resist addiction.

TSIRAKI (MATURED)

Consumable (substance), prototype

Tsiraki is a blue-colored alcoholic beverage crafted from fermented salakberries and pickling spices. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 18 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 18 Wisdom saving throw to resist addiction.

TSIRAKI (RESERVE)

Consumable (substance), legendary

Tsiraki is a blue-colored alcoholic beverage crafted from fermented salakberries and pickling spices. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 22 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 22 Wisdom saving throw to resist addiction.

TSIRAKI (SPECIAL)

Consumable (substance), artifact

Tsiraki is a blue-colored alcoholic beverage crafted from fermented salakberries and pickling spices. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 24 Constitution saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 24 Wisdom saving throw to resist addiction.

VAYERBOK (AGED)

Consumable (substance), advanced

Vayerbok is a thick, green, vegetable-based alcoholic beverage typically served hot. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 20 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 20 Wisdom saving throw to resist addiction.

VAYERBOK (FINE)
Consumable (substance), premium
Vayerbok is a thick, green, vegetable-based alcoholic beverage typically served hot. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 16 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 16 Wisdom saving throw to resist addiction.

VAYERBOK (MATURED)
Consumable (substance), prototype
Vayerbok is a thick, green, vegetable-based alcoholic beverage typically served hot. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 18 Constitution saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 18 Wisdom saving throw to resist addiction.

VAYERBOK (RESERVE)
Consumable (substance), legendary
Vayerbok is a thick, green, vegetable-based alcoholic beverage typically served hot. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 22 Constitution saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 22 Wisdom saving throw to resist addiction.

VAYERBOK (SPECIAL)
Consumable (substance), artifact
Vayerbok is a thick, green, vegetable-based alcoholic beverage typically served hot. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Wisdom. At the end of the high, the creature must succeed on a DC 24 Constitution saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Wisdom. At the end of the low, the creature must make a DC 24 Wisdom saving throw to resist addiction.

YALADAI (FINE)
Consumable (substance), premium
Yaladai is a powerful stimulant that grants extreme clarity, improving relaxation and focus. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that increases their current and maximum force points by 2d4. At the end of the high, the creature must succeed on a DC 16 Wisdom saving throw or experience a low that lasts 1 hour, their current and maximum force points are reduced by 2d4. At the end of the low, the creature must make a DC 16 Constitution saving throw to resist addiction.

YALADAI (HIGH QUALITY)
Consumable (substance), advanced
Yaladai is a powerful stimulant that grants extreme clarity, improving relaxation and focus. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that increases their current and maximum force points by 2d8. At the end of the high, the creature must succeed on a DC 20 Wisdom saving throw or experience a low that lasts 4 hours, their current and maximum force points are reduced by 2d8. At the end of the low, the creature must make a DC 20 Constitution saving throw to resist addiction.

YALADAI (POTENT)
Consumable (substance), legendary
Yaladai is a powerful stimulant that grants extreme clarity, improving relaxation and focus. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that increases their current and maximum force points by 2d10. At the end of the high, the creature must succeed on a DC 22 Wisdom saving throw or experience a low that lasts 4 hours, their current and maximum force points are reduced by 2d10. At the end of the low, the creature must make a DC 22 Constitution saving throw to resist addiction.

YALADAI (PURE)
Consumable (substance), artifact
Yaladai is a powerful stimulant that grants extreme clarity, improving relaxation and focus. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that increases their current and maximum force points by 2d12. At the end of the high, the creature must succeed on a DC 24 Wisdom saving throw or experience a low that lasts 8 hours, their current and maximum force points are reduced by 2d12. At the end of the low, the creature must make a DC 24 Constitution saving throw to resist addiction.

YALADAI (UNCUT)

Consumable (substance), prototype

Yaladai is a powerful stimulant that grants extreme clarity, improving relaxation and focus. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that increases their current and maximum force points by 2d6. At the end of the high, the creature must succeed on a DC 18 Wisdom saving throw or experience a low that lasts 1 hour, their current and maximum force points are reduced by 2d6. At the end of the low, the creature must make a DC 18 Constitution saving throw to resist addiction.

YARROCK (FINE)

Consumable (substance), premium

Yarrock is a hallucinogen which is said to instill a creature with a clear vision of "the meaning of life", granting a boost to confidence. As an action, you can apply this substance to a creature within 5 feet. For the next minute, the creature experiences a high that allows them to roll an additional d4 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 16 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d4 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 16 Constitution saving throw to resist addiction.

YARROCK (HIGH QUALITY)

Consumable (substance), advanced

Yarrock is a hallucinogen which is said to instill a creature with a clear vision of "the meaning of life", granting a boost to confidence. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d8 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 20 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d8 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 20 Constitution saving throw to resist addiction.

YARROCK (POTENT)

Consumable (substance), legendary

Yarrock is a hallucinogen which is said to instill a creature with a clear vision of "the meaning of life", granting a boost to confidence. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d10 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 22 Wisdom saving throw or experience a low that lasts 4 hours, during which they must roll a d10 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 22 Constitution saving throw to resist addiction.

YARROCK (PURE)

Consumable (substance), artifact

Yarrock is a hallucinogen which is said to instill a creature with a clear vision of "the meaning of life", granting a boost to confidence. As an action, you can apply this substance to a creature within 5 feet. For the next hour, the creature experiences a high that allows them to roll an additional d12 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 24 Wisdom saving throw or experience a low that lasts 8 hours, during which they must roll a d12 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 24 Constitution saving throw to resist addiction.

YARROCK (UNCUT)

Consumable (substance), prototype

Yarrock is a hallucinogen which is said to instill a creature with a clear vision of "the meaning of life", granting a boost to confidence. As an action, you can apply this substance to a creature within 5 feet. For the next 10 minutes, the creature experiences a high that allows them to roll an additional d6 when making an ability check, attack roll, or saving throw using Charisma. At the end of the high, the creature must succeed on a DC 18 Wisdom saving throw or experience a low that lasts 1 hour, during which they must roll a d6 and subtract the result when making an ability check, attack roll, or saving throw using Charisma. At the end of the low, the creature must make a DC 18 Constitution saving throw to resist addiction.

CONSUMABLES (TECHNOLOGY)

Item	Rarity	Page
Technology		
Machinist's Catalyzer Mk I	Standard	
Personal Teleporter Mk I	Standard	
Computer Spike (Fine)	Premium	
Machinist's Catalyzer Mk II	Premium	
Personal Teleporter Mk II	Premium	
Security Spike (Fine)	Premium	
Repair Kit Mk II	Premium	
Machinist's Catalyzer Mk III	Prototype	
Personal Teleporter Mk III	Prototype	
Repair Kit Mk III	Prototype	
Computer Spike (Superior)	Advanced	
Machinist's Catalyzer Mk IV	Advanced	
Personal Teleporter Mk IV	Advanced	
Repair Kit Mk IV	Advanced	
Security Spike (Superior)	Advanced	
Personal Teleporter Mk V	Legendary	
Repair Kit Mk V	Legendary	
Computer Spike (Champion)	Artifact	
Personal Teleporter Mk VI	Artifact	
Repair Kit Mk VI	Artifact	
Security Spike (Champion)	Artifact	

COMPUTER SPIKE (CHAMPION)

Consumable (technology), artifact

When you make an Intelligence (slicer's kit) check, you can use the spike (no action required) to gain advantage on the check, and then you can reroll both of the dice once. You can wait until after you roll the d20 before deciding to use the spike, but you must decide before the GM says whether the check succeeds or fails.

COMPUTER SPIKE (FINE)

Consumable (technology), premium

When you make an Intelligence (slicer's kit) check, you can use the spike (no action required) to gain advantage on the check. You can wait until after you roll the d20 before deciding to use the spike, but you must decide before the GM says whether the check succeeds or fails.

COMPUTER SPIKE (SUPERIOR)

Consumable (technology), advanced

When you make an Intelligence (slicer's kit) check, you can use the spike (no action required) to gain advantage on the check, and then you can reroll one of the dice once. You can wait until after you roll the d20 before deciding to use the spike, but you must decide before the GM says whether the check succeeds or fails.

MACHINIST'S CATALYZER MK I

Consumable (technology), standard

As an action, you can administer this catalyzer to a creature within 5 feet. When you administer this adrenal, the target gains a +1 bonus to its damage and healing rolls with tech powers. This effect lasts for 1 minute. A creature can benefit from only one catalyzer at a time.

MACHINIST'S CATALYZER MK II

Consumable (technology), premium

As an action, you can administer this catalyzer to a creature within 5 feet. When you administer this adrenal, the target gains a +1 bonus to its tech attack rolls, tech save DC, and damage and healing rolls with tech powers. This effect lasts for 1 minute. A creature can benefit from only one catalyzer at a time.

MACHINIST'S CATALYZER MK III

Consumable (technology), prototype

As an action, you can administer this catalyzer to a creature within 5 feet. When you administer this adrenal, the target gains a +2 bonus to its tech attack rolls, tech save DC, and damage and healing rolls with tech powers. This effect lasts for 1 minute. A creature can benefit from only one catalyzer at a time.

MACHINIST'S CATALYZER MK IV

Consumable (technology), advanced

As an action, you can administer this catalyzer to a creature within 5 feet. When you administer this adrenal, the target gains a +3 bonus to its tech attack rolls, tech save DC, and damage and healing rolls with tech powers. This effect lasts for 1 minute. A creature can benefit from only one catalyzer at a time.

PORTABLE TELEPORTER MK I

Consumable (technology), standard

As an action, you can use this teleporter to create a pair of linked portals: one portal appears in a space within 5 feet of you, and the other portal appears in an unoccupied space you can see up to 30 feet away. These portals lasts until the start of your next turn, and they are large enough to accommodate Medium and smaller creatures and objects. Portals take the appearance of an elongated, shimmering mirror, and looking through a portal, a creature can see through the linked portal as if looking through a window. A creature or object who passes through a portal immediately appears in a space within 5 feet of the linked portal.

PORTABLE TELEPORTER MK II

Consumable (technology), premium

As an action, you can use this teleporter to create a pair of linked portals: one portal appears in a space within 5 feet of you, and the other portal appears in an unoccupied space you can see up to 60 feet away. These portals lasts until the start of your next turn, and they are large enough to accommodate Medium and smaller creatures and objects. Portals take the appearance of an elongated, shimmering mirror, and looking through a portal, a creature can see through the linked portal as if looking through a window. A creature or object who passes through a portal immediately appears in a space within 5 feet of the linked portal.

PORTABLE TELEPORTER MK III

Consumable (technology), prototype

As an action, you can use this teleporter to create a pair of linked portals: one portal appears in a space within 5 feet of you, and the other portal appears in an unoccupied space you can see up to 90 feet away. These portals lasts until the start of your next turn, and they are large enough to accommodate Medium and smaller creatures and objects. Portals take the appearance of an elongated, shimmering mirror, and looking through a portal, a creature can see through the linked portal as if looking through a window. A creature or object who passes through a portal immediately appears in a space within 5 feet of the linked portal.

PORTABLE TELEPORTER MK IV

Consumable (technology), advanced

As an action, you can use this teleporter to create a pair of linked portals: one portal appears in a space within 5 feet of you, and the other portal appears in an unoccupied space you can see up to 150 feet away. These portals lasts until the start of your next turn, and they are large enough to accommodate Medium and smaller creatures and objects. Portals take the appearance of an elongated, shimmering mirror, and looking through a portal, a creature can see through the linked portal as if looking through a window. A creature or object who passes through a portal immediately appears in a space within 5 feet of the linked portal.

PORTABLE TELEPORTER MK V

Consumable (technology), legendary

As an action, you can use this teleporter to create a pair of linked portals: one portal appears in a space within 5 feet of you, and the other portal appears in an unoccupied space you can see up to 300 feet away. These portals lasts until the start of your next turn, and they are large enough to accommodate Medium and smaller creatures and objects. Portals take the appearance of an elongated, shimmering mirror, and looking through a portal, a creature can see through the linked portal as if looking through a window. A creature or object who passes through a portal immediately appears in a space within 5 feet of the linked portal.

PORTABLE TELEPORTER MK VI

Consumable (technology), artifact

As an action, you can use this teleporter to create a pair of linked portals: one portal appears in a space within 5 feet of you, and the other portal appears in an unoccupied space you can see up to 1,000 feet away. These portals lasts until the start of your next turn, and they are large enough to accommodate Medium and smaller creatures and objects. Portals take the appearance of an elongated, shimmering mirror, and looking through a portal, a creature can see through the linked portal as if looking through a window. A creature or object who passes through a portal immediately appears in a space within 5 feet of the linked portal.

REPAIR KIT MK II

Consumable (technology), premium

A repair kit included the basic tools needed to repair a droid after being damaged in combat. The kit has three uses. As an action, you can expend one use of the kit to restore hit points to a droid or construct within 5 feet. The creature rolls two dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point). If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

REPAIR KIT MK III

Consumable (technology), prototype

A repair kit included the basic tools needed to repair a droid after being damaged in combat. The kit has three uses. As an action, you can expend one use of the kit to restore hit points to a droid or construct within 5 feet. The creature rolls three dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point). If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

REPAIR KIT MK IV

Consumable (technology), advanced

A repair kit included the basic tools needed to repair a droid after being damaged in combat. The kit has three uses. As an action, you can expend one use of the kit to restore hit points to a droid or construct within 5 feet. The creature rolls four dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point). If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

REPAIR KIT MK V

Consumable (technology), legendary

A repair kit included the basic tools needed to repair a droid after being damaged in combat. The kit has three uses. As an action, you can expend one use of the kit to restore hit points to a droid or construct within 5 feet. The creature rolls five dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point). If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

REPAIR KIT MK VI

Consumable (technology), artifact

A repair kit included the basic tools needed to repair a droid after being damaged in combat. The kit has three uses. As an action, you can expend one use of the kit to restore hit points to a droid or construct within 5 feet. The creature rolls six dice equal to the size of their Hit Die and regains hit points equal to the amount rolled + their Constitution modifier (minimum of one hit point). If the creature has Hit Dice of different sizes, use whichever Hit Die size they have the most of.

SECURITY SPIKE (CHAMPION)

Consumable (technology), artifact

When you make an Intelligence (security kit) check, you can use the spike (no action required) to gain advantage on the check, and then you can reroll both of the dice once. You can wait until after you roll the d20 before deciding to use the spike, but you must decide before the GM says whether the check succeeds or fails.

SECURITY SPIKE (FINE)

Consumable (technology), premium

When you make an Intelligence (security kit) check, you can use the spike (no action required) to gain advantage on the check. You can wait until after you roll the d20 before deciding to use the spike, but you must decide before the GM says whether the check succeeds or fails.

SECURITY SPIKE (SUPERIOR)

Consumable (technology), advanced

When you make an Intelligence (security kit) check, you can use the spike (no action required) to gain advantage on the check, and then you can reroll one of the dice once. You can wait until after you roll the d20 before deciding to use the spike, but you must decide before the GM says whether the check succeeds or fails.

CYBERNETIC AUGMENTATIONS

Item	Rarity
Enhancements	
Charisma Enhancement (Basic)	Standard
Constitution Enhancement (Basic)	Standard
Dexterity Enhancement (Basic)	Standard
Intelligence Enhancement (Basic)	Standard
Strength Enhancement (Basic)	Standard
Wisdom Enhancement (Basic)	Standard
Hidden Compartment Blaster	Standard
Fortitude Enhancer Mk I	Premium
Integrated Subdermal Armor	Premium
Reflex Enhancer Mk I	Premium
Will Enhancer Mk I	Premium
Armament and Defense Library	Prototype
Integrated Subdermal Armor Mk II	Prototype
Active Camouflage Core	Advanced
Automated Adrenal Package	Advanced
Fortitude Enhancer Mk II	Advanced
Reflex Enhancer Mk II	Advanced
Skills Enhancement Package	Advanced
Will Enhancer Mk II	Advanced
Charming Noble Package	Legendary
Daring Acrobat Package	Legendary
Indomitable Fortress Package	Legendary
Mighty Athlete Package	Legendary
Quick Savant Package	Legendary
Wise Sage Package	Legendary
Fortitude Enhancer Mk III	Artifact
Reflex Enhancer Mk III	Artifact
Will Enhancer Mk III	Artifact
Replacements	
Brawny Arm Prosthesis	Standard
Celerity Leg Prosthesis	Standard
Detachable Eye	Standard
Detachable Hand	Standard
Hardy Torso Prosthesis	Standard
Intuitive Facial Prosthesis	Standard
Magnetic Arm Enhancement	Standard
Surveillance Implant	Standard
Hawkeye Ocular Package	Premium
Infiltration Package	Premium
Iridonian Grav-Lev Arm	Premium
Nighthawk Ocular Implant	Premium
Survival and Surveillance Implant	Premium
Czerka Variable Claw-Hand Multitool	Prototype
High-Grade Cybernetic Arm	Prototype
High-Grade Cybernetic Legs	Prototype
Microphasic Hypervisor	Prototype
Survival and Surveillance Implant Mk II	Prototype

ACTIVE CAMOUFLAGE CORE

Cybernetic augmentation *(enhancement),* ***advanced***
Prerequisite: *Constitution 13*

As an action, you can activate this augmentation to cast the *infiltrate* tech power targeting yourself. Intelligence is your tech casting ability for this power, and if you cast it using this augmentation, it does not require concentration.

Side Effect: While this augmentation is active, your speed is reduced by 10. Additionally, it fails to activate if you are submerged in water or other liquids.

This internal augmentation can be activated to project a distortion field that bends visual light.

ARMAMENT AND DEFENSE LIBRARY

Cybernetic augmentation *(enhancement),* ***prototype***
Prerequisite: *Intelligence 13*

You gain proficiency in all simple and martial weapons, all armor, and the Piloting skill. Additionally, when you make an Intelligence check to recall or discern information about a weapon, piece of armor, or a military vehicle that this library contains information on, you are considered proficient in the check.

Side Effect: This aggressively effective library can make it difficult to focus in stressful situations. You have disadvantage on Constitution saving throws to maintain concentration. Additionally, you have disadvantage on ability checks while concentrating on a power.

This small and unassuming electronic module installed in the parietal lobe contains a massive library of information pertaining to weapons, armor, droids, and every other defense system known to the galaxy at large. Even rare or obscure pieces of technology are described here, offering a unique perspective on the universe - if you can handle it.

AUTOMATED ADRENAL PACKAGE

Cybernetic augmentation (enhancement), advanced
Prerequisite: *Constitution 15*
Once on your turn, you can activate this implant to gain the effects of an adrenal (no action required). This effect lasts for one minute, or until a different adrenal is chosen. You can choose from the following types of adrenals:

Strength Adrenal: You gain a +1 bonus to the damage rolls of melee weapon attacks, and your carrying capacity and the weight you can push, drag, or lift doubles. If it would already double, it instead triples.
Alacrity Adrenal: You gain a +1 bonus to the damage rolls of ranged weapon attacks, and your speed increases by 10 feet.
Stamina Adrenal: You gain 2 temporary hit points and a +2 bonus to Constitution saving throws.

Side Effect: You can no longer benefit from other adrenals.

This clear plasti-polymer implant has an appearance vaguely resembling a multi-limbed cephalopod, and must be carefully installed by a master cybertech. It attaches by wrapping around the medulla, and produces a variety of combat adrenals for its user's consumption. It also performs blood-cleansing work to reduce the liver damage (for species that have a liver) caused by long-term adrenal use.

BRAWNY ARM PROSTHESIS

Cybernetic augmentation (replacement), standard
This augmentation replaces an arm.

When you make an ability check, attack roll, or saving throw using Strength using only this arm, your Strength score is treated as 15. When you make an ability check, attack roll, or saving throw using Strength using more than just this arm, you take the average of the arm's Strength score and your own.

Side Effect: When you roll a 1 on an ability check, attack roll, or saving throw using Strength with this arm, it seizes up, becoming unusable until the start of your next turn.

These arm replacements are popular with the less exercise-inclined.

CELERITY LEG PROSTHESIS

Cybernetic augmentation (replacement), standard
This augmentation replaces both legs.

When determining your bonus to AC and saving throws from Dexterity, your Dexterity score is treated as 15. Additionally, you can substitute this score for your own whenever you make an ability check or attack roll that uses your legs. If your Dexterity score is already equal to or greater than 15, it has no effect on you.

Side Effect: When you roll a 1 an ability check, attack roll, or saving throw using Dexterity that involves these legs, they seize up, reducing your speed to 0 until the start of your next turn.

This leg replacement is common for those travelers interested in making a quick getaway.

CHARISMA ENHANCEMENT (BASIC)

Cybernetic augmentation (enhancement), standard
Prerequisite: *Charisma 11*
Your Charisma score increases by 1, to a maximum of 20.

Side Effect: One ability score other than Charisma (chosen by the GM) decreases by 1.

CHARMING NOBLE PACKAGE

Cybernetic augmentation (enhancement), legendary
Prerequisite: *Charisma 15*
Your Charisma score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Charisma saving throws.

Side Effect: One ability score (other than Charisma) that is chosen by the DM when this augmentation is installed decreases by 1.

This implant drastically increases your force of personality.

CONSTITUTION ENHANCEMENT (BASIC)

Cybernetic augmentation (enhancement), standard
Prerequisite: *Constitution 11*
Your Constitution score increases by 1, to a maximum of 20.

Side Effect: One ability score other than Constitution (chosen by the GM) decreases by 1.

CZERKA VARIABLE CLAW-HAND MULTITOOL

Cybernetic augmentation (replacement), prototype
Prerequisite: *Intelligence 13*
This augmentation replaces a hand.

As a bonus action, you can transform this claw-hand into one of the following items of your choice, or back its default claw-hand state. While your claw-hand is transformed, you are considered to be proficient in the item it is replicating, if you are not already:

- Security kit
- Artisan tools (one set, chosen at the time this augmentation is installed)
- Commlink
- Fusion cutter
- Grappling hook (with 50 feet of fibercord cable)
- Hydrospanner
- Traumakit
- Repair kit
- Hidden blade *(martial vibroweapon)*
- Hold out *(simple blaster)*
- Medium shield generator *(medium armor)*

For items that have charges such as the repair kit, you regain all expended charges at the end of a long rest. For items that use power cells, you can reload those with power cells normally.

Side Effect: Once this hand replacement has been installed, you can no longer wield weapons in this hand other than those this augmentation can transform into.

The CVCM hand replacement appears to be a simple claw, but it contains a startling variety of tools, transforming to become whatever gadget is needed at the moment.

DARING ACROBAT PACKAGE

Cybernetic augmentation (enhancement), legendary
Prerequisite: *Dexterity 15*
Your Dexterity score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Dexterity saving throws.

Side Effect: One ability score other than Dexterity (chosen by the GM) decreases by 1.

This implant drastically increases your fine motor skills and reaction times.

DETACHABLE EYE

Cybernetic augmentation (replacement), standard
This augmentation replaces an eye.

As an action, you can remove or replace this eye. While removed, the eye sprouts eight small legs, has a speed of 15 feet, an AC of 10, and 1 hit point. As an action on each of your turns, you can move the eye up to its speed as long as it is within 30 feet of you. You can see through both the detached eye and your remaining eye at the same time, or you can use your action to see through only one eye or the other.

Side Effect: While the eye is removed, you have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks that rely on sight beyond 5 feet.

This eye replacement is a favored tool for the augmented spy.

DETACHABLE HAND

Cybernetic augmentation (replacement), standard
This augmentation replaces a hand.

As an action, you can attach or detach this hand. While detached, the hand has a speed of 15 feet, an AC of 10, and 1 hit point. As an action on each of your turns, you can control the hand as long as it is within 30 feet of you. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a container. You can move the hand up to its speed each time you use it.

Side Effect: This hand can no longer wield items that weigh more than 7 lbs.

This unique hand replacement is a favored option for those looking into places they aren't welcome.

DEXTERITY ENHANCEMENT (BASIC)

Cybernetic augmentation (enhancement), standard
Prerequisite: *Dexterity 11*
Your Dexterity score increases by 1, to a maximum of 20.

Side Effect: One ability score other than Dexterity (chosen by the GM) decreases by 1.

FORTITUDE ENHANCER MK I

Cybernetic augmentation (enhancement), premium
Prerequisite: *Strength 13*
When you are subjected to an effect that allows you to make a Strength saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Side Effect: When you fail a Strength saving throw, you treat the damage as if the source had rolled the maximum.

FORTITUDE ENHANCER MK II

Cybernetic augmentation (enhancement), advanced
Prerequisite: *Constitution 13*
When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Side Effect: When you fail a Constitution saving throw, you treat the damage as if the source had rolled the maximum.

FORTITUDE ENHANCER MK III

Cybernetic augmentation (enhancement), artifact
Prerequisite: *Strength and Constitution 15*
When you are subjected to an effect that allows you to make a Strength or Constitution saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Side Effect: When you fail a Strength or Constitution saving throw, you treat the damage as if the source had rolled the maximum.

HARDY TORSO PROSTHESIS

Cybernetic augmentation (replacement), standard
This augmentation replaces your torso.

Your Constitution score becomes 13. If your Constitution score is already equal to or greater than 13, it has no effect on you. Additionally, you have advantage on saving throws against poison.

Side Effect: When you roll a 1 a Constitution saving throw to avoid exhaustion, you suffer 2 levels of exhaustion, instead of just 1.

For the wary traveler who is desperately afraid of poison.

HAWKEYE OCULAR PACKAGE

Cybernetic augmentation (replacement), premium
Prerequisite: *Intelligence 13*
This augmentation replaces your eyes.

You can activate or deactivate this augmentation as a bonus action. While this augmentation is active, you gain advantage on Wisdom (Perception) checks that rely on sight beyond 30 feet. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Side Effect: While this augmentation is active, you have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks within 30 feet that rely on sight.

This eye replacement features integrated macrobinoculars, granting improved ability to see further away.

HIDDEN COMPARTMENT BLASTER

Cybernetic augmentation (enhancement), standard

This implant includes a small hidden blaster that is completely shielded and hidden from unenhanced investigation. You cannot use this hidden blaster until it is revealed. As a bonus action, you can reveal this weapon and make a single ranged weapon attack with it. You have proficiency with this weapon for this attack. It deals 1d4 energy damage on a hit, has a range of 20/60, and the light and reload 4 properties.

Side Effect: Reloading this weapon takes longer than usual. You can reload and re-conceal this weapon over one hour, which can be done during a short rest. This hidden compartment can only fit the specific blaster with which it is paired.

This augmentation hides a weapon in its wearer's forearm that is almost completely undetectable by modern sensors.

HIGH-GRADE CYBERNETIC ARM

Cybernetic augmentation (replacement), prototype

Prerequisite: *Constitution 13*

This augmentation replaces an arm.

When you hit with a melee weapon attack using Strength with a weapon wielded by this arm, you gain a +1 bonus to the damage roll. Additionally, when you make a Strength (Athletics) check that involves this arm, you gain a +1 bonus to the check.

Side Effect: You have disadvantage on melee weapon attacks and ability checks using Dexterity that involve this arm.

This arm replacement features enhanced strength.

HIGH-GRADE CYBERNETIC LEGS

Cybernetic augmentation (replacement), prototype

Prerequisite: *Constitution 13*

This augmentation replaces both legs.

You gain advantage on Strength ability checks and Strength saving throws, you can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet, and your speed increases by 10 feet.

Side Effect: Your powerful legs have difficulty moving quietly. You have disadvantage on Dexterity (Stealth) checks that rely on moving silently.

This mechanical leg replacement increases speed and jumping height.

INDOMITABLE FORTRESS PACKAGE

Cybernetic augmentation (enhancement), legendary

Prerequisite: *Constitution 15* Your Constitution score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Constitution saving throws.

Side Effect: One ability score other than Constitution (chosen by the GM) decreases by 1.

This implant drastically increases your endurance.

INFILTRATION PACKAGE

Cybernetic augmentation (replacement), premium

This augmentation replaces a hand.

This implant appears to be a standard cybernetic mechanical arm, but conceals a security kit and a slicer's kit. Additionally, you can also use an action to cast *release* at 2nd level without expending tech points or use of a tech focus. Intelligence is your techcasting ability for this power. Once you've done so, you can't do so again until you complete a long rest.

Side Effect: This hand can no longer wield items that weigh more than 7 lbs.

This fully cybernetic hand replacement contains a hidden array of infiltration tools optimized for defeating a wide variety of security barriers.

INTEGRATED SUBDERMAL ARMOR

Cybernetic augmentation (enhancement), premium

When you aren't wearing armor, your AC becomes 13 + your Dexterity modifier.

Side Effect: Each time you take damage while you aren't wearing armor, your speed decreases by 5 feet until the start of your next turn.

This implant reinforces your skin with an ablative woven alloy, making you difficult to damage.

INTEGRATED SUBDERMAL ARMOR MK II

Cybernetic augmentation (enhancement), prototype

When you aren't wearing armor, your AC becomes 14 + your Dexterity modifier.

Side Effect: Each time you take damage while you aren't wearing armor, your speed decreases by 5 feet until the start of your next turn.

This implant reinforces your skin with a high-strength cortosis reinforcement, making you very difficult to damage.

INTELLIGENCE ENHANCEMENT (BASIC)

Cybernetic augmentation (enhancement), standard

Prerequisite: *Intelligence 11*

Your Intelligence score increases by 1, to a maximum of 20.

Side Effect: One ability score other than Intelligence (chosen by the GM) decreases by 1.

INTUITIVE FACIAL PROSTHESIS

Cybernetic augmentation (replacement), standard

This augmentation replaces your face.

Your Intelligence score becomes 13. If your Intelligence score is already equal to or greater than 13, it has no effect on you. Additionally, you can add half your proficiency bonus (rounded down) to any Intelligence check you make that doesn't already include your proficiency bonus.

Side Effect: When you roll a 1 an Intelligence saving throw, the implant stutters, causing any ability checks in which you are proficient you make before the start of your next turn to not include your proficiency bonus.

This facial prosthetic includes a solid state drive, allowing for quick recall.

IRIDONIAN GRAV-LEV ARM

Cybernetic augmentation (replacement), premium
Prerequisite: *Constitution 13*
This augmentation replaces a hand.

Your unarmed strikes with this arm deal 1d4 ion damage, and your carrying capacity and the weight you can push, drag, or lift doubles. If it would already double, it instead triples. Additionally, you deal double damage to energy-based structures with your unarmed strikes.

Side Effect: You can no longer wield weapons with electronic components, such as blasters, vibroweapons, or lightweapons. Additionally, if this hand interacts with a small electronic device, such as a datapad or commlink, it is immediately disabled.

This cybernetic arm replacement increases a user's physical strength and can be overloaded to release a unique field resonance discharge that is particularly effective against containment fields and makes holding on to hydrospanners a breeze.

MAGNETIC FOREARM ENHANCEMENT

Cybernetic augmentation (replacement), standard
This augmentation replaces a forearm.

Unarmed strikes with this hand have the reach property.

Side Effect: When you roll a 1 on an ability check, attack roll, or saving throw with this arm, the hand disconnects and falls to the ground. It can be picked up and replaced as a bonus action.

This hand replacement creates a magnetic connection between the hand and forearm, emitting a minor hum.

MICROPHASIC HYPERVISOR

Cybernetic augmentation (replacement), prototype
Prerequisite: *Constitution 13*
This augmentation replaces your eyes.

You can activate or deactivate this implant as a bonus action. While active, you have truesight to a range of 30 feet.

Side Effect: While active, you have disadvantage on Wisdom (Perception) checks beyond 30 feet.

This augmentation is a large, boxy eye replacement that covers both eyes with digital optic feeds and high resolution sensors.

MIGHTY ATHLETE PACKAGE

Cybernetic augmentation (enhancement), legendary
Prerequisite: *Strength 15*
Your Strength score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Strength saving throws.

Side Effect: One ability score other than Strength (chosen by the GM) decreases by 1.

This implant drastically increases your physical capacities.

NIGHTHAWK OCULAR IMPLANT

Cybernetic augmentation (replacement), premium
Prerequisite: *Intelligence 13*
This augmentation replaces your eyes.

You can activate or deactivate this implant as a bonus action. While active, you gain darkvision to a range of 120 feet.

Side Effect: While active and in bright light, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

QUICK SAVANT PACKAGE

Cybernetic augmentation (enhancement), legendary
Prerequisite: *Intelligence 15*
Your Intelligence score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Intelligence saving throws.

Side Effect: One ability score other than Intelligence (chosen by the GM) decreases by 1.

This implant drastically increases your mental capacities.

REFLEX ENHANCER MK I

Cybernetic augmentation (enhancement), premium
Prerequisite: *Intelligence 13*
When you are subjected to an effect that allows you to make a Intelligence saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Side Effect: When you fail a Intelligence saving throw, you treat the damage as if the source had rolled the maximum.

REFLEX ENHANCER MK II

Cybernetic augmentation (enhancement), advanced
Prerequisite: *Dexterity 13*
When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Side Effect: When you fail a Dexterity saving throw, you treat the damage as if the source had rolled the maximum.

REFLEX ENHANCER MK III

Cybernetic augmentation (enhancement), artifact
Prerequisite: *Dexterity and Intelligence 15*
When you are subjected to an effect that allows you to make a Dexterity or Intelligence saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Side Effect: When you fail a Dexterity or Intelligence saving throw, you treat the damage as if the source had rolled the maximum.

SKILLS ENHANCEMENT PACKAGE

Cybernetic augmentation (enhancement), advanced
Prerequisite: *Intelligence 15*
When you make an ability check using a skill you are proficient in, you can roll a d4 and add the result to your total.

Side Effect: When you make an ability check using a skill you are not proficient in, you must roll a d4 and subtract the result from the total.

This implant includes a library of situational information that it injects directly into your consciousness.

STRENGTH ENHANCEMENT (BASIC)

Cybernetic augmentation (enhancement), standard
Prerequisite: *Strength 11*
Your Strength score increases by 1, to a maximum of 20.

Side Effect: One ability score other than Strength (chosen by the GM) decreases by 1.

SURVEILLANCE IMPLANT

Cybernetic augmentation (replacement), standard
This augmentation replaces your face.

This implant includes a headcomm with a scrambler that automatically encodes messages sent to a specified recipient commlink or receiver.

Side Effect: You can not use portable personal devices used for communication or jamming, such as a commlink or holotrace device, due to interference with this implant.

This augmentation appears as a crescent around one eye paired with two small dots above the eyebrow.

SURVIVAL AND SURVEILLANCE IMPLANT

Cybernetic augmentation (replacement), premium
Prerequisite: *Intelligence 13*
This augmentation replaces your eyes and face.

This implant contains several tools for long-term survival and reconnaissance. As a bonus action, you can activate one of the below modes that enable you to use several of these tools at once. Only one mode can be active at a time.

Communications Mode: This communications suite includes a headcomm with a scrambler that automatically encodes messages sent to a specified recipient commlink or receiver. While this mode is active, you cannot be deafened.

Interceptor Mode: This is a jamming and electronic warfare suite that includes a comm jammer, a holotrace device and pocket scrambler.

Respirator Mode: This includes a basic respirator that grants advantage on saving throws made to avoid being poisoned and resistance to poison damage.

Side Effect: This complex interface causes significant interference with other communication devices, rendering them impossible to use. While this implant is installed, you can not use any portable device used for communication or jamming, such as a commlink or holotrace device.

Frequently used by scouts and corporate espionage specialists, this imposing implant covers nearly the entire left half of the face, and includes a series of tools for long-term survival in hostile conditions.

SURVIVAL AND SURVEILLANCE IMPLANT MK II

Cybernetic augmentation (replacement), prototype
Prerequisite: *Intelligence 15*
This augmentation replaces your eyes and face.

This implant contains several improved tools for long-term survival and reconnaissance. As a bonus action, you can activate one of the below modes that enable you to use several of these tools at once. Only one mode can be active at a time.

Communications Mode: This communications suite includes a headcomm with a scrambler that automatically encodes messages sent to a specified recipient commlink or receiver. While this mode is active, you cannot be deafened. Additionally, if you listen to any spoken language for 10 minutes, the software in this package will begin to attempt to decipher it. Make an Intelligence (Lore) check, DC determined by the GM depending on the rarity of the language. On a success, you can understand the spoken form of this language, and speak it if your species' vocal capabilities allow for it.

Interceptor Mode: This is a jamming and electronic warfare suite that includes a comm jammer, a holotrace device and pocket scrambler. Additionally, you can attempt to listen in on nearby audio communications chatter such as from a comlink or holocomm as an action. Make an Intelligence (Technology) check, DC determined by the GM depending on the sophistication of the technology. On a success, you can hear electronic communications originating from within 100 feet.

Respirator Mode: This includes a basic respirator that grants advantage on saving throws made to avoid being poisoned and resistance to poison damage. Additionally, you do not need air to breathe, allowing you to survive even in vacuum for up to 1 hour.

Side Effect: This complex interface causes significant interference with other communication devices, rendering them impossible to use. While this implant is installed, you can not use any portable device used for communication or jamming, such as a commlink or holotrace device.

This sleek, stark white device adorned with a small antenna attaches to the back of the otherwise bulky S3 module.

WILL ENHANCER MK I

Cybernetic augmentation (enhancement), premium
Prerequisite: *Charisma 13*
When you are subjected to an effect that allows you to make a Charisma saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Side Effect: When you fail a Charisma saving throw, you treat the damage as if the source had rolled the maximum.

WILL ENHANCER MK II

Cybernetic augmentation (enhancement), advanced
Prerequisite: *Wisdom 13*
When you are subjected to an effect that allows you to make a Wisdom saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Side Effect: When you fail a Wisdom saving throw, you treat the damage as if the source had rolled the maximum.

WILL ENHANCER MK III

Cybernetic augmentation (enhancement), artifact
Prerequisite: *Wisdom and Charisma 15*
When you are subjected to an effect that allows you to make a Wisdom or Charisma saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Side Effect: When you fail a Wisdom or Charisma saving throw, you treat the damage as if the source had rolled the maximum.

WISDOM ENHANCEMENT (BASIC)

Cybernetic augmentation (enhancement), standard
Prerequisite: *Wisdom 11*
Your Wisdom score increases by 1, to a maximum of 20.

Side Effect: One ability score other than Wisdom (chosen by the GM) decreases by 1.

WISE SAGE PACKAGE

Cybernetic augmentation (enhancement), legendary
Prerequisite: *Wisdom 15*
Your Wisdom score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Wisdom saving throws.

Side Effect: One ability score other than Wisdom (chosen by the GM) decreases by 1.

This implant drastically increases your aural awareness.

DROID CUSTOMIZATIONS

Item	Rarity
Parts	
Blaster Integration	Standard
Four-Armed Combatant	Standard
Humanoid Replicant	Standard
Leg Reinforcement	Standard
Manipulator Upgrade	Standard
Mechanic	Standard
Medic	Standard
Power Supply Port	Standard
Reinforced Chassis	Standard
Repulsor Lifts (Basic)	Standard
Resourceful Drive	Standard
Sentry	Standard
Tool Integration	Standard
Versatility Motivator	Standard
Vocoder (Basic)	Standard
Mighty Build	Premium
Repulsor Lifts (Fine)	Premium
Shock Arm	Premium
Vocoder (Fine)	Premium
Droid Dura Plating Mk I	Prototype
Repulsor Lifts (Improved)	Prototype
Vocoder (Improved)	Prototype
Droid Dura Plating Mk II	Advanced
Repulsor Lifts (Superior)	Advanced
Vocoder (Superior)	Advanced
Droid Dura Plating Mk III	Legendary
Repulsor Lifts (Exceptional)	Legendary
Vocoder (Exceptional)	Legendary
Repulsor Lifts (Champion)	Artifact
Vocoder (Champion)	Artifact
Protocols	
Interface Protocol	Standard
Interfaced Assistance Protocol	Standard
Interfaced Crafting Protocol	Standard
Interfaced Distraction Protocol	Standard
Interfaced Healing Protocol	Standard
Interfaced Tracking Protocol	Standard
Analysis Protocol	Premium
Enhanced Reconstructor	Premium
Fortitude Protocol Mk I	Premium
Reflex Protocol Mk I	Premium
Uncanniness Motivator	Premium
Will Protocol Mk I	Premium
Fortitude Protocol Mk II	Advanced
Reflex Protocol Mk II	Advanced
Will Protocol Mk II	Advanced
Fortitude Protocol Mk III	Artifact
Reflex Protocol Mk III	Artifact
Will Protocol Mk III	Artifact

ANALYSIS PROTOCOL

Droid customization *(protocol), premium*
Prerequisite: *Class I droid*
You know the *detect enhancement* and *toxin scan* tech powers. You can cast each power once per day. Intelligence is your techcasting ability for these powers. You do not require use of a wristpad for these powers.

BLASTER INTEGRATION

Droid customization *(part), standard*
You can now integrate a single simple or martial blaster into your droid chassis. Over the course of a short or long rest, you can insert and integrate this blaster into your frame. As a bonus action, you can open or close a small hatch located somewhere on your droid body, permitting you to wield and fire the weapon normally when you want to attack with it. While the hatch is open, your hands are not considered occupied by this blaster. All other rules and conditions apply normally as if you were wielding this blaster in either one or two hands (your choice).

DROID DURA PLATING MK I

Droid customization *(part), prototype*
Prerequisite: *Proficiency with heavy armor*
Your base AC becomes 19.
Originally used on starship hulls, durasteel is the most cost-effective way to prevent the destruction of your droids.

DROID DURA PLATING MK II

Droid customization *(part), advanced*
Prerequisite: *Proficiency with heavy armor*
Your base AC becomes 20.
Originally used on starship hulls, durasteel is the most cost-effective way to prevent the destruction of your droids.

DROID DURA PLATING MK III

Droid customization *(part), legendary*
Prerequisite: *Proficiency with heavy armor*
Your base AC becomes 21.
Originally used on starship hulls, durasteel is the most cost-effective way to prevent the destruction of your droids.

ENHANCED RECONSTRUCTOR

Droid customization *(protocol), premium*
Prerequisite: *Class IV droid*
Whenever you roll a Hit Die to recover hit points, you add your Intelligence modifier to the roll (minimum of +1).

FORTITUDE PROTOCOL MK I
Droid customization (protocol), premium
Requires attunement
When you are subjected to an effect that allows you to make a Strength saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

FORTITUDE PROTOCOL MK II
Droid customization (protocol), advanced
Requires attunement
When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

FORTITUDE PROTOCOL MK III
Droid customization (protocol), artifact
Requires attunement
When you are subjected to an effect that allows you to make a Strength or Constitution saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

FOUR-ARMED COMBATANT
Droid customization (part), standard
Prerequisite: *Class IV droid*
You install two additional arms which you can use independently of one another. You can only gain the benefit of items held by two of your arms at any given time, and once per round you can switch which arms your are benefiting from (no action required).

While you have at least 3 arms free, you have a climbing speed equal to your walking speed.

HUMANOID REPLICANT
Droid customization (part), standard
Prerequisite: *Humanoid proportions*
Your droid gains an exterior layer that makes it indistinguishable from a species of your choice of the same size. Additionally, you have advantage on checks made to conceal your nature, and scanners of standard rarity or lower automatically fail to determine that you are a droid.

INTERFACE PROTOCOL
Droid customization (protocol), standard
You become a valid target for the *tracker droid interface* tech power.

INTERFACED ASSISTANCE PROTOCOL
Droid customization (protocol), standard
While you are interfaced via the *tracker droid interface* tech power, whenever your handler has advantage on an ability check or attack roll granted by you taking the Help action, they can reroll one of the dice once.

INTERFACED CRAFTING PROTOCOL
Droid customization (protocol), standard
While you are interfaced via the *tracker droid interface* tech power, whenever your handler makes an ability check using tools with which the you are also proficient, they have advantage on the check. If they already have advantage, they can instead reroll one of the dice once.

INTERFACED DISTRACTION PROTOCOL
Droid customization (protocol), standard
While you are interfaced via the *tracker droid interface* tech power, when you are within 5 feet of a target, your handler does not provoke opportunity attacks when moving out of that creature's reach.

INTERFACED HEALING PROTOCOL
Droid customization (protocol), standard
While you are interfaced via the *tracker droid interface* tech power, when your handler restores hit points to a creature that is within 5 feet of you, they can roll the dice twice and take either total.

INTERFACED TRACKING PROTOCOL
Droid customization (protocol), standard
While you are interfaced via the *tracker droid interface* tech power, when your handler makes a Wisdom (Survival) check to track a target, and you are also tracking that target, your handler gains advantage on the check. If they already have advantage, they can instead reroll one of the dice once.

LEG REINFORCEMENTS
Droid customization (part), standard
When you make a long jump, you can cover a number of feet up to twice your Strength score. When you make a high jump, you can leap a number of feet up into the air equal to 3 + twice your Strength modifier.

MANIPULATOR UPGRADE
Droid customization (part), standard
Prerequisite: *Class II droid*
You lose the Undersized special trait.

MECHANIC
Droid customization (part), standard
As an action, you can activate the repair tools, choosing one of the following options:

- You can stabilize a droid within 5 feet of you that has 0 hit points, without needing to make an Intelligence (Technology) check.
- You can restore 2d4+2 hit points to a droid or construct within 5 feet.

You can use each feature once. You regain all expended uses when you complete a long rest.

This part equips the droid with a series of machine repair tools.

MEDIC
Droid customization (part), standard
As an action, you can activate the medical kit, choosing one of the following options:

- You can stabilize a creature within 5 feet of you that has 0 hit points, without needing to make a Wisdom (Medicine) check.
- You can restore 1d4+1 hit points to a creature within 5 feet.
- You can cure a target of one poison affecting them or to give them advantage on saving throws against poison for 1 hour.

This medical kit has no effect on droids or constructs. You can use each feature once. You regain all expended uses when you complete a long rest.

This part equips the droid with a compact medical kit.

MIGHTY BUILD
Droid customization (part), premium
Prerequisite: *Class V droid*
Your carrying capacity and the weight you can push, drag, or lift doubles. If it would already double, it instead triples.

POWER SUPPLY PORT
Droid customization (part), standard
Prerequisite: *Class V droid*
You gain the ability to charge expended power cells and power generators within your reach. You have a charging capacity of 1 hour. You can spend 10 minutes of this charging capacity to replenish an expended power cell, or 1 hour replenishing an expended power generator. Alternatively, you can directly connect to and power a single blaster weapon that uses power cells or power generators. Once per turn, if the powered weapon would be reloaded, it can be done without using an action, instead expending 10 minutes of your charging capacity if it uses power cells or 1 hour if it uses a power generator. Connecting or disconnecting a weapon takes an action.

If you attempt to replenish an enhanced power cell or power generator, or a specialized power cell, it loses its enhanced or specialized properties.

REFLEX PROTOCOL MK I
Droid customization (protocol), premium
Requires attunement
When you are subjected to an effect that allows you to make a Intelligence saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

REFLEX PROTOCOL MK II
Droid customization (protocol), advanced
Requires attunement
When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

REFLEX PROTOCOL MK III
Droid customization (protocol), artifact
Requires attunement
When you are subjected to an effect that allows you to make a Dexterity or Intelligence saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

REINFORCED CHASSIS
Droid customization (part), standard
You've reinforced your chassis. When you don't have armor integrated, your AC is 13 + your Dexterity modifier.

REPULSOR LIFTS (BASIC)
Droid customization (part), standard
Repulsor lifts are a form of rocket propulsion affixed to the lower part of a droid's chassis. Activating or deactivating the repulsors requires a bonus action and, while active, you have a flying speed of 25 feet. The repulsor lifts last for 1 minute. Once they've been used, they can't be used again until an hour has passed.

REPULSOR LIFTS (CHAMPION)
Droid customization (part), artifact
Repulsor lifts are a form of rocket propulsion affixed to the lower part of a droid's chassis. Activating or deactivating the repulsors requires a bonus action and, while active, you have a flying speed of 50 feet. The repulsor lifts last for 1 minute. Once they've been used, they can't be used again until an hour has passed.

REPULSOR LIFTS (EXCEPTIONAL)
Droid customization (part), legendary
Repulsor lifts are a form of rocket propulsion affixed to the lower part of a droid's chassis. Activating or deactivating the repulsors requires a bonus action and, while active, you have a flying speed of 45 feet. The repulsor lifts last for 1 minute. Once they've been used, they can't be used again until an hour has passed.

REPULSOR LIFTS (FINE)
Droid customization (part), premium
Repulsor lifts are a form of rocket propulsion affixed to the lower part of a droid's chassis. Activating or deactivating the repulsors requires a bonus action and, while active, you have a flying speed of 30 feet. The repulsor lifts last for 1 minute. Once they've been used, they can't be used again until an hour has passed.

REPULSOR LIFTS (IMPROVED)
Droid customization (part), prototype
Repulsor lifts are a form of rocket propulsion affixed to the lower part of a droid's chassis. Activating or deactivating the repulsors requires a bonus action and, while active, you have a flying speed of 35 feet. The repulsor lifts last for 1 minute. Once they've been used, they can't be used again until an hour has passed.

REPULSOR LIFTS (SUPERIOR)
Droid customization (part), advanced
Repulsor lifts are a form of rocket propulsion affixed to the lower part of a droid's chassis. Activating or deactivating the repulsors requires a bonus action and, while active, you have a flying speed of 40 feet. The repulsor lifts last for 1 minute. Once they've been used, they can't be used again until an hour has passed.

RESOURCEFUL DRIVE
Droid customization (part), standard
Prerequisite: *Class III droid*
Your speed increases by 5 feet, and you gain proficiency in one blaster or vibroweapon of your choice.

SENTRY
Droid customization (part), standard
You learn the *alarm* tech power. You can cast it once, without the use of a wristpad and without spending tech points, and you regain the ability to do so when you finish a long rest. Intelligence is your techcasting ability for this power.

This part equips a droid with a small rotating sensory dish.

SHOCK ARM
Droid customization (part), premium
Prerequisite: *Class II droid*
You have a small integrated droid shock arm with which you can make unarmed strikes. You have proficiency in this shock arm, which is a vibroweapon with the reach property and deals 1d6 lightning damage on a hit. You can use your choice of Strength or Intelligence for the attack and damage rolls. You must use the same modifier for both rolls.

This small robotic appendage has a fork-like prod from that can release a substantial electrical discharge.

TOOL INTEGRATION
Droid customization (part), standard
One tool of your choice in which you are proficient is integrated into your chassis.

UNCANNINESS MOTIVATOR
Droid customization (protocol), premium
Prerequisite: *Class III droid*
When you or a creature you can see that can see and understand you makes an ability check, attack roll, or saving throw, you can roll a d4 and add it to their roll (no action required). You can use this before or after the roll, but before the GM determines the roll's outcome. Once you've used this feature, you must complete a short or long rest before you can use it again.

VERSATILITY MOTIVATOR
Droid customization (part), standard
Prerequisite: *Class I droid*
Your speed increases by 5 feet, and you can now speak Binary in addition to understanding it.

VOCODER (BASIC)
Droid customization (part), standard
A vocoder is an adjustment to a droid's speech center. The vocoder includes five languages, and grants the droid the ability to speak, read, and write each language. The languages can be changed out while interfaced with a protocol droid or appropriate computer.

VOCODER (CHAMPION)
Droid customization (part), artifact
A vocoder is an adjustment to a droid's speech center. The vocoder includes all registered languages, and grants the droid the ability to speak, read, and write each language.

VOCODER (EXCEPTIONAL)
Droid customization (part), legendary
A vocoder is an adjustment to a droid's speech center. The vocoder includes 80 languages, and grants the droid the ability to speak, read, and write each language. The languages can be changed out while interfaced with a protocol droid or appropriate computer.

VOCODER (FINE)
Droid customization (part), premium
A vocoder is an adjustment to a droid's speech center. The vocoder includes 10 languages, and grants the droid the ability to speak, read, and write each language. The languages can be changed out while interfaced with a protocol droid or appropriate computer.

VOCODER (IMPROVED)
Droid customization (part), prototype
A vocoder is an adjustment to a droid's speech center. The vocoder includes 20 languages, and grants the droid the ability to speak, read, and write each language. The languages can be changed out while interfaced with a protocol droid or appropriate computer.

VOCODER (SUPERIOR)
Droid customization (part), advanced
A vocoder is an adjustment to a droid's speech center. The vocoder includes 40 languages, and grants the droid the ability to speak, read, and write each language. The languages can be changed out while interfaced with a protocol droid or appropriate computer.

WILL PROTOCOL MK I
Droid customization (protocol), premium
Requires attunement
When you are subjected to an effect that allows you to make a Charisma saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

WILL PROTOCOL MK II

Droid customization *(protocol)*, *advanced*
Requires attunement
When you are subjected to an effect that allows you to make a Wisdom saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

WILL PROTOCOL MK III

Droid customization *(protocol)*, *artifact*
Requires attunement
When you are subjected to an effect that allows you to make a Wisdom or Charisma saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

FOCUSES

Item	Rarity
Force	
Focus Generator Chassis (Standard)	Standard
Focus Generator (Fine)	Premium
Focus Generator Chassis (Premium)	Premium
Focus Generator (Improved)	Prototype
Focus Generator Chassis (Prototype)	Prototype
Focus Generator (Superior)	Advanced
Focus Generator Chassis (Advanced)	Advanced
Focus Generator Chassis (Legendary)	Legendary
Focus Generator Chassis (Artifact)	Artifact
Tech	
Wristpad Chassis (Standard)	Standard
Wristpad (Fine)	Premium
Wristpad Chassis (Premium)	Premium
Wristpad (Improved)	Prototype
Wristpad Chassis (Prototype)	Prototype
Wristpad (Superior)	Advanced
Wristpad Chassis (Advanced)	Advanced
Wristpad Chassis (Legendary)	Legendary
Wristpad Chassis (Artifact)	Artifact

FOCUS GENERATOR (FINE)
***Focus** (focus), premium*
Requires attunement
You gain a +1 bonus to the force attack rolls for force powers you cast through this focus generator.

FOCUS GENERATOR (IMPROVED)
***Focus** (focus), prototype*
Requires attunement
You gain a +2 bonus to the force attack rolls for force powers you cast through this focus generator.

FOCUS GENERATOR (SUPERIOR)
***Focus** (focus), advanced*
Requires attunement
You gain a +3 bonus to the force attack rolls for force powers you cast through this focus generator.

FOCUS GENERATOR CHASSIS (ADVANCED)
***Focus** (force), advanced*
Requires attunement
This modifiable focus generator chassis comes with vacant modification slots for focus generator modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

FOCUS GENERATOR CHASSIS (ARTIFACT)
***Focus** (force), artifact*
Requires attunement
This modifiable focus generator chassis comes with vacant modification slots for focus generator modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

FOCUS GENERATOR CHASSIS (LEGENDARY)
***Focus** (force), legendary*
Requires attunement
This modifiable focus generator chassis comes with vacant modification slots for focus generator modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

FOCUS GENERATOR CHASSIS (PREMIUM)
***Focus** (force), premium*
Requires attunement
This modifiable focus generator chassis comes with vacant modification slots for focus generator modifications. It can house modifications of premium rarity or lower.

FOCUS GENERATOR CHASSIS (PROTOTYPE)
***Focus** (force), prototype*
Requires attunement
This modifiable focus generator chassis comes with vacant modification slots for focus generator modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

FOCUS GENERATOR CHASSIS (STANDARD)
***Focus** (force), standard*
Requires attunement
This modifiable focus generator chassis comes with vacant modification slots for focus generator modifications. It can house modifications of standard rarity.

WRISTPAD (FINE)
Focus (tech), premium
Requires attunement
You gain a +1 bonus to the tech attack rolls for tech powers you cast through this wristpad.

WRISTPAD (IMPROVED)
Focus (tech), prototype
Requires attunement
You gain a +2 bonus to the tech attack rolls for tech powers you cast through this wristpad.

WRISTPAD (SUPERIOR)
Focus (tech), advanced
Requires attunement
You gain a +3 bonus to the tech attack rolls for tech powers you cast through this wristpad.

WRISTPAD CHASSIS (ADVANCED)
Focus (tech), advanced
Requires attunement
This modifiable wristpad chassis comes with vacant modification slots for wristpad modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

WRISTPAD CHASSIS (ARTIFACT)
Focus (tech), artifact
Requires attunement
This modifiable wristpad chassis comes with vacant modification slots for wristpad modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

WRISTPAD CHASSIS (LEGENDARY)
Focus (tech), legendary
Requires attunement
This modifiable wristpad chassis comes with vacant modification slots for wristpad modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

WRISTPAD CHASSIS (PREMIUM)
Focus (tech), premium
Requires attunement
This modifiable wristpad chassis comes with vacant modification slots for wristpad modifications. It can house modifications of premium rarity or lower.

WRISTPAD CHASSIS (PROTOTYPE)
Focus (tech), prototype
Requires attunement
This modifiable wristpad chassis comes with vacant modification slots for wristpad modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

WRISTPAD CHASSIS (STANDARD)
Focus (tech), standard
Requires attunement
This modifiable wristpad chassis comes with vacant modification slots for wristpad modifications. It can house modifications of standard rarity.

ITEM MODIFICATIONS (ARMOR)

Item	Rarity
Agile Armoring Mk I	Standard
Bonded Plates Mk I	Standard
Emergency Landing Braces	Standard
Fadecasting Overlay (Novice)	Standard
Fadecasting Underlay Mk I	Standard
Gauntlet Armoring	Standard
Hydraulic Equalizer	Standard
Impermeable Armoring	Standard
Inconspicuous Shielding	Standard
Insulated Reinforcement (Basic)	Standard
Lambent Shielding	Standard
Lightweight Reinforcement	Standard
Magnetized Shield	Standard
Manageability Armoring	Standard
Optimized Actuators Mk I	Standard
Overlay Amplifier (Novice)	Standard
Overlay Rangefinder (Novice)	Standard
Overload Shield	Standard
Powered Armoring Mk I	Standard
Reinforced Armoring	Standard
Reinforced Underlay (Basic)	Standard
Rendcasting Overlay (Novice)	Standard
Rendcasting Underlay Mk I	Standard
Shield Amplifier	Standard
Steadfast Reinforcement	Standard
Underlay Amplifier Mk I	Standard
Underlay Rangefinder Mk I	Standard
Weapon Integration Armoring	Standard
Withercasting Overlay (Novice)	Standard
Withercasting Underlay Mk I	Standard
Absorptive Reinforcement	Premium
Agile Armoring Mk II	Premium
Avoidant Reinforcement	Premium
Balanced Shielding	Premium
Barbed Armoring	Premium
Bioenhancement Matrix Mk I	Premium
Bonded Plates Mk II	Premium
Charging Reinforcement	Premium
Collapsible Suit	Premium
Concealing Shielding	Premium
Convenience Reinforcement	Premium
Darkvision Visor	Premium
Enhanced Endurance	Premium
Fadecasting Overlay (Apprentice)	Premium
Fadecasting Underlay Mk II	Premium
Flexible Armoring	Premium
Heavy Suit	Premium
Horizontal Exojets	Premium
Hydraulic Equalizer Mk II	Premium
Insulated Reinforcement (Fine)	Premium
Interlocking Shielding	Premium
Magnetized Shield (Fine)	Premium
Obscured Armoring	Premium
Overlay Amplifier (Apprentice)	Premium
Overlay Rangefinder (Apprentice)	Premium
Powered Armoring Mk II	Premium
Reactive Armoring	Premium
Regulated Reinforcement	Premium
Reinforced Underlay (Fine)	Premium
Rendcasting Overlay (Apprentice)	Premium
Rendcasting Underlay Mk II	Premium
Responsive Shielding Mk I	Premium
Shield Anchor	Premium
Silent Armoring	Premium
Spiked Shielding	Premium
Underlay Amplifier Mk II	Premium
Underlay Rangefinder Mk II	Premium
Versatile Shielding	Premium
Withercasting Overlay (Apprentice)	Premium
Withercasting Underlay Mk II	Premium
Artificially Intelligent	Prototype
Agile Armoring Mk III	Prototype
Ballistic Polymer	Prototype
Bonded Plates Mk III	Prototype
Cortosis Weave	Prototype
Fadecasting Overlay (Journeyman)	Prototype
Fadecasting Underlay Mk III	Prototype
Gauntlet Armoring Mk II	Prototype
Grappling Harpoon	Prototype
Hydraulic Equalizer Mk III	Prototype
Insulated Reinforcement (Improved)	Prototype
Integrated Jetboosters Mk I	Prototype
Magnetized Shield (Improved)	Prototype
Overlay Amplifier (Journeyman)	Prototype
Overlay Rangefinder (Journeyman)	Prototype
Powered Armoring Mk III	Prototype
Reinforced Underlay (Improved)	Prototype
Rendcasting Overlay (Journeyman)	Prototype
Rendcasting Underlay Mk III	Prototype
Underlay Amplifier Mk III	Prototype
Underlay Rangefinder Mk III	Prototype
Viir Agathys's Armoring	Prototype

Item	Rarity
Withercasting Overlay (Journeyman)	Prototype
Withercasting Underlay Mk III	Prototype
Absorptive Reinforcement Mk II	Advanced
Agile Armoring Mk IV	Advanced
Avoidant Reinforcement Mk II	Advanced
Barbed Armoring Mk II	Advanced
Bioenhancement Matrix Mk II	Advanced
Bonded Plates Mk IV	Advanced
Charging Reinforcement Mk II	Advanced
Fadecasting Overlay (Adept)	Advanced
Fadecasting Underlay Mk IV	Advanced
Hydraulic Equalizer Mk IV	Advanced
Insulated Reinforcement (Superior)	Advanced
Interlocking Shielding Mk II	Advanced
Magnetized Shield (Superior)	Advanced
Overlay Amplifier (Adept)	Advanced
Overlay Rangefinder (Adept)	Advanced
Powered Armoring Mk IV	Advanced
Reactive Armoring Mk II	Advanced
Reinforced Underlay (Superior)	Advanced
Rendcasting Overlay (Adept)	Advanced
Rendcasting Underlay Mk IV	Advanced
Responsive Shielding Mk II	Advanced
Spiked Shielding Mk II	Advanced
Underlay Amplifier Mk IV	Advanced
Underlay Rangefinder Mk IV	Advanced
Versatile Shielding Mk II	Advanced
Withercasting Underlay Mk IV	Advanced
Withercasting Overlay (Adept)	Advanced
Agile Armoring Mk V	Legendary
Cortosis Weave (Exceptional)	Legendary
Exceptional Ballistic Polymer	Legendary
Gauntlet Armoring Mk III	Legendary
Hydraulic Equalizer Mk V	Legendary
Insulated Reinforcement (Exceptional)	Legendary
Magnetized Shield (Exceptional)	Legendary
Powered Armoring Mk V	Legendary
Absorptive Reinforcement Mk III	Artifact
Agile Armoring Mk VI	Artifact
Avoidant Reinforcement Mk III	Artifact
Barbed Armoring Mk III	Artifact
Bioenhancement Matrix Mk III	Artifact
Charging Reinforcement Mk III	Artifact
Hydraulic Equalizer Mk VI	Artifact
Insulated Reinforcement (Champion)	Artifact
Interlocking Shielding Mk III	Artifact
Magnetized Shield (Champion)	Artifact
Powered Armoring Mk VI	Artifact
Reactive Armoring Mk III	Artifact
Responsive Shielding Mk III	Artifact
Spiked Shielding Mk III	Artifact
Versatile Shielding Mk III	Artifact

ABSORPTIVE REINFORCEMENT

Item modification *(armor), premium*

This armor or shield gains the absorptive 1 property. If it already has the absorptive property, its absorptive property increases by 1, to a maximum of 3.

ABSORPTIVE REINFORCEMENT MK II

Item modification *(armor), advanced*

This armor or shield gains the absorptive 2 property. If it already has the absorptive property, its absorptive number increases by 2, to a maximum of 3.

ABSORPTIVE REINFORCEMENT MK III

Item modification *(armor), artifact*

This armor or shield gains the absorptive 3 property. If it already has the absorptive property, its absorptive number increases to 3.

AGILE ARMORING MK I

Item modification *(armor), standard*

Prerequisite: *Armor*

This armor gains the agile 11 property. If it already has the agile property, its agile number increases by one step (from 11 to 13, 13 to 15, 15 to 17, 17 to 19, or 19 to 21).

AGILE ARMORING MK II

Item modification *(armor), premium*

Prerequisite: *Armor*

This armor gains the agile 13 property. If it already has the agile property, its agile number increases by two steps (from 11 to 15, 13 to 17, 15 to 19, or 17 to 21).

AGILE ARMORING MK III

Item modification *(armor), prototype*

Prerequisite: *Armor*

This armor gains the agile 15 property. If it already has the agile property, its agile number increases by three steps (from 11 to 17, 13 to 19, or 15 to 21).

AGILE ARMORING MK IV

Item modification *(armor), advanced*

Prerequisite: *Armor*

This armor gains the agile 17 property. If it already has the agile property, its agile number increases by four steps (from 11 to 19 or 13 to 21).

AGILE ARMORING MK V

Item modification *(armor), legendary*

Prerequisite: *Armor*

This armor gains the agile 19 property. If it already has the agile property, its agile number increases by five steps (from 11 to 21).

AGILE ARMORING MK VI
Item modification (armor), artifact
Prerequisite: *Armor*
This armor gains the agile 21 property. If it already has the agile property, its agile number increases to 21.

ARTIFICIALLY INTELLIGENT
Item modification (armor), prototype
Prerequisite: *Armor*
You install an artificial intelligence into this armor. While wearing this armor, when you make an ability check, this armor's artificial intelligence can take the Help action.

You can use this feature twice. You regain all expended uses when you complete a short or long rest.

AVOIDANT REINFORCEMENT
Item modification (armor), premium
This armor or shield gains the avoidant 1 property. If it already has the avoidant property, its avoidant property increases by 1, to a maximum of 3.

AVOIDANT REINFORCEMENT MK II
Item modification (armor), advanced
This armor or shield gains the avoidant 2 property. If it already has the avoidant property, its avoidant number increases by 2, to a maximum of 3.

AVOIDANT REINFORCEMENT MK III
Item modification (armor), artifact
This armor or shield gains the avoidant 3 property. If it already has the avoidant property, its avoidant number increases to 3.

BALANCED SHIELDING
Item modification (armor), premium
Prerequiste: *Shield*
This shield loses the imbalanced property.

BALLISTIC POLYMER
Item modification (armor), prototype
While you have temporary hit points, kinetic and energy damage you take is reduced by an amount equal to half your proficiency bonus (rounded up).

BALLISTIC POLYMER (EXCEPTIONAL)
Item modification (armor), legendary
While you have temporary hit points, kinetic and energy damage you take is reduced by an amount equal to your proficiency bonus.

BARBED ARMORING
Item modification (armor), premium
Prerequisite: *Armor*
This armor gains the barbed (1d4) property. If it already has the barbed property, the barbed damage increases by one step (from d4 to d6, or from d6 to d8).

BARBED ARMORING MK II
Item modification (armor), advanced
Prerequisite: *Armor*
This armor gains the barbed (1d6) property. If it already has the barbed property, the barbed damage increases by two steps (from d4 to d8).

BARBED ARMORING MK III
Item modification (armor), artifact
Prerequisite: *Armor*
This armor gains the barbed (1d8) property. If it already has the barbed property, the barbed damage increases to d8.

BIOENHANCEMENT MATRIX MK I
Item modification (armor), premium
Your hit point maximum increases by an amount equal to your level, and it increases by 1 every time you gain a level.

BIOENHANCEMENT MATRIX MK II
Item modification (armor), advanced
Your hit point maximum increases by an amount equal to twice your level, and it increases by 2 every time you gain a level.

BIOENHANCEMENT MATRIX MK III
Item modification (armor), artifact
Your hit point maximum increases by an amount equal to three times your level, and it increases by 3 every time you gain a level.

BONDED PLATES MK I
Item modification (armor), standard
You gain a +1 bonus to AC against melee attacks and a -1 penalty to AC against ranged attacks while wearing this armor or wielding this shield.

BONDED PLATES MK II
Item modification (armor), premium
You gain a +1 bonus to AC against melee attacks while wearing this armor or wielding this shield.

BONDED PLATES MK III
Item modification (armor), prototype
You gain a +2 bonus to AC against melee attacks while wearing this armor or wielding this shield.

BONDED PLATES MK IV
Item modification (armor), advanced
You gain a +3 bonus to AC against melee attacks while wearing this armor or wielding this shield.

CHARGING REINFORCEMENT
Item modification (armor), premium
This armor or shield gains the charging 1 property. If it already has the charging property, its charging property increases by 1, to a maximum of 3.

CHARGING REINFORCEMENT MK II
Item modification (armor), advanced
This armor or shield gains the charging 2 property. If it already has the charging property, its charging number increases by 2, to a maximum of 3.

CHARGING REINFORCEMENT MK III
Item modification (armor), artifact
This armor or shield gains the charging 3 property. If it already has the charging property, its charging number increases to 3.

COLLAPSIBLE SUIT
Item modification (armor), premium
This armor can collapse into a case for easy storage. When transformed this way the armor is indistinguishable from a normal case and weighs 1/3 its normal weight. As an action you can don or doff the armor, allowing it to transform as needed.

CONCEALING SHIELDING
Item modification (armor), premium
Prerequiste: *Shield*
This shield gains the concealing property.

CONVENIENCE REINFORCEMENT
Item modification (armor), premium
This armor or shield loses the cumbersome property.

CORTOSIS WEAVE
Item modification (armor), prototype
This armor or shield gains the absorptive 1 property. If it already has the absorptive property, its absorptive property increases by 1, to a maximum of 3. Additionally, when taking energy damage from a lightweapon, this armor or shield's absorptive number is doubled, to a maximum of 6.

CORTOSIS WEAVE (EXCEPTIONAL)
Item modification (armor), legendary
This armor or shield gains the absorptive 2 property. If it already has the absorptive property, its absorptive property increases by 2, to a maximum of 3. Additionally, when taking energy damage from a lightweapon, this armor or shield's absorptive number is doubled, to a maximum of 6.

DARKVISION VISOR
Item modification (armor), premium
Prerequisite: *Armor*
While wearing this armor, you have darkvision to a range of 60 feet. If you already have darkvision, this modification increases its range by 30 feet.

EMERGENCY LANDING BRACES
Item modification (armor), standard
You can use your reaction to reduce any falling damage you would take by half.

ENHANCED ENDURANCE
Item modification (armor), premium
Prerequisite: *Armor*
When you are reduced to 0 hit points while wearing this armor but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

FADECASTING OVERLAY (ADEPT)
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING OVERLAY (APPRENTICE)
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING OVERLAY (JOURNEYMAN)
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING OVERLAY (NOVICE)
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the force save DC of powers that require a Dexterity or Intelligence saving throw.

FADECASTING UNDERLAY MK I
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

FADECASTING UNDERLAY MK II
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING UNDERLAY MK III
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING UNDERLAY MK IV
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FLEXIBLE ARMORING
Item modification (armor), premium
Prerequisite: *Armor*
This armor loses the rigid property.

GAUNTLET ARMORING
Item modification (armor), standard
Prerequisite: *Armor*
This armor gains the gauntleted (1d4) property. If it already has the gauntleted property, the gauntleted damage increases by one step (from d4 to d6, or from d6 to d8).

GAUNTLET ARMORING MK II
Item modification (armor), prototype
Prerequisite: *Armor*
This armor gains the gauntleted (1d6) property. If it already has the gauntleted property, the gauntleted damage increases by two steps (from d4 to d8).

GAUNTLET ARMORING MK III
Item modification (armor), legendary
Prerequisite: *Armor*
This armor gains the gauntleted (1d8) property. If it already has the gauntleted property, the gauntleted damage increases to d8.

GRAPPLING HARPOON
Item modification (armor), prototype
Prerequisite: *Armor*
This armor gains an integrated grappling harpoon set into your gauntlet. With this harpoon, you can make a ranged weapon attack with a range of 30/60. On a hit, it deals 1d6 kinetic damage. This attack can target a surface, object, or creature.

A creature struck by this attack is impaled by the harpoon. As an action, a creature can attempt to remove the harpoon. Removing the harpoon requires a DC 15 Strength check. While the harpoon is stuck in the target, you are connected to the target by a 60 foot cable.

While the harpoon is deployed, you can use your bonus action to activate the reel, pulling yourself to the location if the target is larger than you. A creature or object your size or smaller is pulled to you. Alternatively, you can opt to release the cable (no action required).

Once you've used this feature, you can't use it again until you recover and reinsert the harpoon as an action.

HEAVY SUIT
Item modification (armor), premium
Prerequisite: *Armor*
You enhance this armor, making it difficult to move. As a bonus action, you can anchor or deanchor your feet to the ground. While anchored, your speed is 0, you have advantage on Strength checks and Strength saving throws, and your carrying capacity and the weight you can push, drag, or lift doubles. If it would already double, it instead triples.

HORIZONTAL EXOJETS
Item modification (armor), premium
Prerequisite: *Armor*
Whenever you take the Dodge or Dash actions, your walking speed increases by 10 feet until the end of your turn.

HYDRAULIC EQUALIZER
Item modification (armor), standard
This armor or shield's strength number is reduced by one step (from 21 to 19, 19 to 17, 17 to 15, 15 to 13, or 13 to 11). If the strength number is 11, this modification removes the strength property from it entirely.

HYDRAULIC EQUALIZER MK II
Item modification (armor), premium
This armor or shield's strength number is reduced by two steps (from 21 to 17, 19 to 15, 17 to 13, or 15 to 11). If the strength number is 13 or lower, this modification removes the strength property from it entirely.

HYDRAULIC EQUALIZER MK III
Item modification (armor), prototype
This armor or shield's strength number is reduced by three steps (from 21 to 15, 19 to 13, or 17 to 11). If the strength number is 15 or lower, this modification removes the strength property from it entirely.

HYDRAULIC EQUALIZER MK IV
Item modification (armor), advanced
This armor or shield's strength number is reduced by four steps (from 21 to 13 or 19 to 11). If the strength number is 17 or lower, this modification removes the strength property from it entirely.

HYDRAULIC EQUALIZER MK V
Item modification (armor), legendary
This armor or shield's strength number is reduced by five steps (from 21 to 11). If the strength number is 19 or lower, this modification removes the strength property from it entirely.

HYDRAULIC EQUALIZER MK VI
Item modification (armor), artifact
This armor or shield loses the strength property.

IMPERMEABLE ARMORING
Item modification (armor), standard
Prerequisite: *Armor*
This armor gains the impermeable property.

INCONSPICUOUS SHIELDING
Item modification (armor), standard
Prerequiste: *Shield*
This shield loses the obtrusive property.

INSULATED REINFORCEMENT (BASIC)
Item modification (armor), standard
This armor or shield gains the insulated 5 property. If it already has the insulated property, its insulated number increases by 1, to a maximum of 10.

INSULATED REINFORCEMENT (FINE)
Item modification (armor), premium
This armor or shield gains the insulated 6 property. If it already has the insulated property, its insulated number increases by 2, to a maximum of 10.

INSULATED REINFORCEMENT (IMPROVED)
Item modification (armor), prototype
This armor or shield gains the insulated 7 property. If it already has the insulated property, its insulated number increases by 3, to a maximum of 10.

INSULATED REINFORCEMENT (SUPERIOR)
Item modification (armor), advanced
This armor or shield gains the insulated 8 property. If it already has the insulated property, its insulated number increases by 4, to a maximum of 3.

INSULATED REINFORCEMENT (EXCEPTIONAL)
Item modification (armor), legendary
This armor or shield gains the insulated 9 property. If it already has the insulated property, its insulated number increases by 5, to a maximum of 10.

INSULATED REINFORCEMENT (CHAMPION)
Item modification (armor), artifact
This armor or shield gains the insulated 10 property. If it already has the insulated property, its insulated number increases to 10.

INTEGRATED JETBOOSTERS MK I
Item modification (armor), prototype
Prerequisite: *Armor*
This armor has a jetpack built in. Activating or deactivating the jetpack requires a bonus action and, while active, you have a flying speed of 30 feet. The jetpack last for 1 minute per power cell (to a maximum of 10 minutes) and can be recharged by a power source or replacing the power cells.

INTERLOCKING SHIELDING
Item modification (armor), premium
Prerequisite: *Shield*
This shield gains the interlocking 1 property. If it already has the interlocking property, its interlocking number increases by 1, to a maximum of 3.

INTERLOCKING SHIELDING MK II
Item modification (armor), advanced
Prerequisite: *Shield*
This shield gains the interlocking 2 property. If it already has the interlocking property, its interlocking number increases by 2, to a maximum of 3.

INTERLOCKING SHIELDING MK III
Item modification (armor), artifact
Prerequisite: *Shield*
This shield gains the interlocking 3 property. If it already has the interlocking property, its interlocking number increases to 3.

LAMBENT SHIELDING
Item modification (armor), standard
This shield gains the lambent property.

LIGHTWEIGHT REINFORCEMENT
Item modification (armor), standard
This armor or shield gains the lightweight property.

MAGNETIZED SHIELD
Item modification (armor), standard
Prerequisite: *Physical shield*
This shield gains the magnetic 13 property. If it already has the magnetic property, its magnetic number increases by 1, to a maximum of 18.

MAGNETIZED SHIELD (CHAMPION)
Item modification (armor), artifact
Prerequisite: *Physical shield*
This shield gains the magnetic 18 property. If it already has the magnetic property, its magnetic number increases to 18.

MAGNETIZED SHIELD (EXCEPTIONAL)
Item modification (armor), legendary
Prerequisite: *Physical shield*
This shield gains the magnetic 17 property. If it already has the magnetic property, its magnetic number increases by 5, to a maximum of 18.

MAGNETIZED SHIELD (FINE)
Item modification (armor), premium
Prerequisite: *Physical shield*
This shield gains the magnetic 14 property. If it already has the magnetic property, its magnetic number increases by 2, to a maximum of 18.

MAGNETIZED SHIELD (IMPROVED)
Item modification (armor), prototype
Prerequisite: *Physical shield*
This shield gains the magnetic 15 property. If it already has the magnetic property, its magnetic number increases by 3, to a maximum of 18.

MAGNETIZED SHIELD (SUPERIOR)
Item modification (armor), advanced
Prerequisite: *Physical shield*
This shield gains the magnetic 16 property. If it already has the magnetic property, its magnetic number increases by 4, to a maximum of 18.

MANAGEABILITY ARMORING
Item modification (armor), standard
Prerequisite: *Armor*
This armor loses the bulky property.

OBSCURED ARMORING
Item modification (armor), premium
Prerequisite: *Armor*
This armor gains the obscured property.

OPTIMIZED ACTUATORS MK I
Item modification (armor), standard
Prerequisite: *Armor*
Your movement speed increases by 5 feet.

OVERLAY AMPLIFIER (ADEPT)
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to melee force attacks.

OVERLAY AMPLIFIER (APPRENTICE)
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to melee force attacks.

OVERLAY AMPLIFIER (JOURNEYMAN)
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to melee force attacks.

OVERLAY AMPLIFIER (NOVICE)
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to melee force attacks and a -1 penalty to ranged force attacks.

OVERLAY RANGEFINDER (ADEPT)
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to ranged force attacks.

OVERLAY RANGEFINDER (APPRENTICE)
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to ranged force attacks.

OVERLAY RANGEFINDER (JOURNEYMAN)
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to ranged force attacks.

OVERLAY RANGEFINDER (NOVICE)
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to ranged force attacks and a -1 penalty to melee force attacks.

OVERLOAD SHIELD
Item modification (armor), standard
Prerequisite: *Shield generator*
You modify this shield generator to overload. As an action you can overload this shield. Each Large or smaller creature within 5 feet of you must make a DC 13 Dexterity or Strength saving throw (their choice). On a failed save, they are pushed back 5 feet and knocked prone.

You can use this feature twice. You regain all expended uses when you complete a short or long rest.

POWERED ARMORING MK I
Item modification (armor), standard
Prerequisite: *Armor*
This armor gains the powered 11 property. If it already has the powered property, its powered number increases by one step (from 11 to 13, 13 to 15, 15 to 17, 17 to 19, or 19 to 21).

POWERED ARMORING MK II
Item modification (armor), premium
Prerequisite: *Armor*
This armor gains the powered 13 property. If it already has the powered property, its powered number increases by two steps (from 11 to 15, 13 to 17, 15 to 19, or 17 to 21).

POWERED ARMORING MK III
Item modification (armor), prototype
Prerequisite: *Armor*
This armor gains the powered 15 property. If it already has the powered property, its powered number increases by three steps (from 11 to 17, 13 to 19, or 15 to 21).

POWERED ARMORING MK IV
Item modification (armor), advanced
Prerequisite: *Armor*
This armor gains the powered 17 property. If it already has the powered property, its powered number increases by four steps (from 11 to 19 or 13 to 21).

POWERED ARMORING MK V
Item modification (armor), legendary
Prerequisite: *Armor*
This armor gains the powered 19 property. If it already has the powered property, its powered number increases by five steps (from 11 to 21).

POWERED ARMORING MK VI
Item modification (armor), artifact
Prerequisite: *Armor*
This armor gains the powered 21 property. If it already has the powered property, its powered number increases to 21.

REACTIVE ARMORING
Item modification (armor), premium
Prerequisite: *Armor*
This armor gains the reactive 1 property. If it already has the reactive property, its reactive number increases by 1, to a maximum of 3.

REACTIVE ARMORING MK II
Item modification (armor), advanced
Prerequisite: *Armor*
This armor gains the reactive 2 property. If it already has the reactive property, its reactive number increases by 2, to a maximum of 3.

REACTIVE ARMORING MK III
Item modification (armor), artifact
Prerequisite: *Armor*
This armor gains the reactive 3 property. If it already has the reactive property, its reactive number increases to 3.

REGULATED REINFORCEMENT
Item modification (armor), premium
This armor or shield gains the regulated property.

REINFORCED ARMORING
Item modification (armor), standard
Prerequisite: *Armor*
This armor gains the reinforced property.

REINFORCED UNDERLAY (BASIC)
Item modification (armor), standard
You gain a +1 bonus to AC against ranged attacks and a -1 penalty to AC against melee attacks while wearing this armor or wielding this shield.

REINFORCED UNDERLAY (FINE)
Item modification (armor), premium
You gain a +1 bonus to AC against ranged attacks while wearing this armor or wielding this shield.

REINFORCED UNDERLAY (IMPROVED)
Item modification (armor), prototype
You gain a +2 bonus to AC against ranged attacks while wearing this armor or wielding this shield.

REINFORCED UNDERLAY (SUPERIOR)
Item modification (armor), advanced
You gain a +3 bonus to AC against ranged attacks while wearing this armor or wielding this shield.

RENDCASTING OVERLAY (ADEPT)
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING OVERLAY (APPRENTICE)
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING OVERLAY (JOURNEYMAN)
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING OVERLAY (NOVICE)
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the force save DC of powers that require a Wisdom or Charisma saving throw.

RENDCASTING UNDERLAY MK I
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the tech save DC of powers that require a Wisdom or Charisma saving throw.

RENDCASTING UNDERLAY MK II
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING UNDERLAY MK III
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING UNDERLAY MK IV
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RESPONSIVE SHIELDING MK I
Item modification (armor), premium
Prerequiste: *Shield*
This shield gains the responsive 1 property. If it already has the responsive property, its responsive number increases by 1, to a maximum of 3.

RESPONSIVE SHIELDING MK II
Item modification (armor), advanced
Prerequiste: *Shield*
This shield gains the responsive 2 property. If it already has the responsive property, its responsive number increases by 2, to a maximum of 3.

RESPONSIVE SHIELDING MK III
Item modification (armor), artifact
Prerequiste: *Shield*
This shield gains the responsive 3 property. If it already has the responsive property, its responsive number increases to 3.

SHIELD AMPLIFIER
Item modification (armor), standard
Prerequisite: *Shield generator*
You modify this shield generator to project outward. As a bonus action you can amplify this shield until the start of your next turn. Each creature within 5 feet of you gains a bonus to AC equal to this shield's bonus.

You can use this feature twice. You regain all expended uses when you complete a short or long rest.

SHIELD ANCHOR
Item modification (armor), premium
Prerequisite: *Physical shield*
This shield gains the anchor property.

SILENT ARMORING
Item modification (armor), premium
Prerequisite: *Armor*
This armor gains the silent property.

SPIKED SHIELDING
Item modification (armor), premium
Prerequiste: *Shield*
This shield gains the spiked (1d4) property. If it already has the spiked property, the spiked damage increases by one step (from d4 to d6, or from d6 to d8).

SPIKED SHIELDING MK II
Item modification (armor), advanced
Prerequiste: *Shield*
This shield gains the spiked (1d6) property. If it already has the spiked property, the spiked damage increases by two steps (from d4 to d8).

SPIKED SHIELDING MK III
Item modification (armor), artifact
Prerequiste: *Shield*
This shield gains the spiked (1d8) property. If it already has the spiked property, the spiked damage increases to d8.

STEADFAST REINFORCEMENT
Item modification (armor), standard
This armor or shield gains the steadfast property.

UNDERLAY AMPLIFIER MK I
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to melee tech attacks and a -1 penalty to ranged tech attacks.

UNDERLAY AMPLIFIER MK II
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to melee tech attacks.

UNDERLAY AMPLIFIER MK III
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to melee tech attacks.

UNDERLAY AMPLIFIER MK IV
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to melee tech attacks.

UNDERLAY RANGEFINDER MK I
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to ranged tech attacks and a -1 penalty to melee tech attacks.

UNDERLAY RANGEFINDER MK II
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to ranged tech attacks.

UNDERLAY RANGEFINDER MK III
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to ranged tech attacks.

UNDERLAY RANGEFINDER MK IV
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to ranged tech attacks.

VERSATILE SHIELDING
Item modification (armor), premium
Prerequiste: *Shield*
This shield gains the versatile 1 property. If it already has the versatile property, its versatile number increases by 1, to a maximum of 3.

VERSATILE SHIELDING MK II
Item modification (armor), advanced
Prerequiste: *Shield*
This shield gains the versatile 2 property. If it already has the versatile property, its versatile number increases by 2, to a maximum of 3.

VERSATILE SHIELDING MK III
Item modification (armor), artifact
Prerequiste: *Shield*
This shield gains the versatile 3 property. If it already has the versatile property, its versatile number increases to 3.

VIIR AGATHYS'S ARMORING
Item modification (armor), prototype
Prerequisite: *Armor*
This armor has 3 charges. As an action, you can spend 1 or more charges to cast the *voltaic shielding* tech power, 1 charge per level. All expended charges are regained after you complete a long rest.

This armoring grants access to renowned engineer Viir Agathys's signature tech power.

WEAPON INTEGRATION ARMORING
Item modification (armor), standard
Prerequisite: *Armor*
You can integrate a single weapon that weighs no more than 8 lb. into this armor. While integrated, that weapon gains the hidden property. Additionally, you have advantage on Strength saving throws to avoid being disarmed.

WITHERCASTING OVERLAY (ADEPT)
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING OVERLAY (APPRENTICE)
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING OVERLAY (JOURNEYMAN)
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING OVERLAY (NOVICE)
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the force save DC of powers that require a Strength or Constitution saving throw.

WITHERCASTING UNDERLAY MK I
Item modification (armor), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the tech save DC of powers that require a Strength or Constitution saving throw.

WITHERCASTING UNDERLAY MK II
Item modification (armor), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING UNDERLAY MK III
Item modification (armor), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING UNDERLAY MK IV
Item modification (armor), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

ITEM MODIFICATIONS (AUGMENT)

Item	Rarity
Charisma Augment (Basic)	Standard
Constitution Augment (Basic)	Standard
Dexterity Augment (Basic)	Standard
Intelligence Augment (Basic)	Standard
Strength Augment (Basic)	Standard
Wisdom Augment (Basic)	Standard
Charisma Augment (Fine)	Premium
Constitution Augment (Fine)	Premium
Dexterity Augment (Fine)	Premium
Intelligence Augment (Fine)	Premium
Strength Augment (Fine)	Premium
Wisdom Augment (Fine)	Premium
Berserker Defensive Augment	Prototype
Berserker Offensive Augment	Prototype
Charisma Augment (Improved)	Prototype
Constitution Augment (Improved)	Prototype
Consular Defensive Augment	Prototype
Consular Offensive Augment	Prototype
Dexterity Augment (Improved)	Prototype
Engineer Defensive Augment	Prototype
Engineer Offensive Augment	Prototype
Figher Defensive Augment	Prototype
Figher Offensive Augment	Prototype
Guardian Defensive Augment	Prototype
Guardian Offensive Augment	Prototype
Intelligence Augment (Improved)	Prototype
Monk Defensive Augment	Prototype
Monk Offensive Augment	Prototype
Operative Defensive Augment	Prototype
Operative Offensive Augment	Prototype
Scholar Defensive Augment	Prototype
Scholar Offensive Augment	Prototype
Scout Defensive Augment	Prototype
Scout Offensive Augment	Prototype
Sentinel Defensive Augment	Prototype
Sentinel Offensive Augment	Prototype
Strength Augment (Improved)	Prototype
Wisdom Augment (Improved)	Prototype
Charisma Augment (Superior)	Advanced
Constitution Augment (Superior)	Advanced
Dexterity Augment (Superior)	Advanced
Intelligence Augment (Superior)	Advanced
Strength Augment (Superior)	Advanced
Wisdom Augment (Superior)	Advanced
Charisma Augment (Exceptional)	Legendary
Constitution Augment (Exceptional)	Legendary
Dexterity Augment (Exceptional)	Legendary
Intelligence Augment (Exceptional)	Legendary
Strength Augment (Exceptional)	Legendary
Wisdom Augment (Exceptional)	Legendary
Charisma Augment (Champion)	Artifact
Constitution Augment (Champion)	Artifact
Dexterity Augment (Champion)	Artifact
Intelligence Augment (Champion)	Artifact
Strength Augment (Champion)	Artifact
Wisdom Augment (Champion)	Artifact

BERSERKER DEFENSIVE AUGMENT
Item modification *(augment),* ***prototype***
Prerequisite: *At least 3 levels in berserker*
You learn an additional Berserker Instinct option.

BERSERKER OFFENSIVE AUGMENT
Item modification *(augment),* ***prototype***
Prerequisite: *At least 3 levels in berserker*
Your Rage damage bonus increases by 1, and when you score a critical hit, you can roll one additional weapon damage die and add the result to the total.

CHARISMA AUGMENT (BASIC)
Item modification *(augment), standard*
Your Charisma score increases by 1. One ability score other than Charisma (chosen by the GM) decreases by 1.

CHARISMA AUGMENT (CHAMPION)
Item modification *(augment),* ***artifact***
Your Charisma score increases by 2, and your maximum for this score increases by 2.

CHARISMA AUGMENT (EXCEPTIONAL)
Item modification *(augment), legendary*
Your Charisma score increases by 2, and your maximum for this score increases by 1.

CHARISMA AUGMENT (FINE)
Item modification *(augment),* ***premium***
Your Charisma score increases by 1.

CHARISMA AUGMENT (IMPROVED)
Item modification *(augment),* ***prototype***
Your Charisma score increases by 1, and your maximum for this score increases by 1. One ability score other than Charisma (chosen by the GM) decreases by 1.

CHARISMA AUGMENT (SUPERIOR)
Item modification *(augment),* ***advanced***
Your Charisma score increases by 1, and your maximum for this score increases by 1.

CONSTITUTION AUGMENT (BASIC)
Item modification *(augment), standard*
Your Constitution score increases by 1. One ability score other than Constitution (chosen by the GM) decreases by 1.

CONSTITUTION AUGMENT (CHAMPION)
Item modification (augment), artifact
Your Constitution score increases by 2, and your maximum for this score increases by 2.

CONSTITUTION AUGMENT (EXCEPTIONAL)
Item modification (augment), legendary
Your Constitution score increases by 2, and your maximum for this score increases by 1.

CONSTITUTION AUGMENT (FINE)
Item modification (augment), premium
Your Constitution score increases by 1.

CONSTITUTION AUGMENT (IMPROVED)
Item modification (augment), prototype
Your Constitution score increases by 1, and your maximum for this score increases by 1. One ability score other than Constitution (chosen by the GM) decreases by 1.

CONSTITUTION AUGMENT (SUPERIOR)
Item modification (augment), advanced
Your Constitution score increases by 1, and your maximum for this score increases by 1.

CONSULAR DEFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in consular*
When you roll initiative and have no uses of your Force Shield left, you regain one use.

CONSULAR OFFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in consular*
You learn an additional Force-Empowered Casting option.

DEXTERITY AUGMENT (BASIC)
Item modification (augment), standard
Your Dexterity score increases by 1. One ability score other than Dexterity (chosen by the GM) decreases by 1.

DEXTERITY AUGMENT (CHAMPION)
Item modification (augment), artifact
Your Dexterity score increases by 2, and your maximum for this score increases by 2.

DEXTERITY AUGMENT (EXCEPTIONAL)
Item modification (augment), legendary
Your Dexterity score increases by 2, and your maximum for this score increases by 1.

DEXTERITY AUGMENT (FINE)
Item modification (augment), premium
Your Dexterity score increases by 1.

DEXTERITY AUGMENT (IMPROVED)
Item modification (augment), prototype
Your Dexterity score increases by 1, and your maximum for this score increases by 1. One ability score other than Dexterity (chosen by the GM) decreases by 1.

DEXTERITY AUGMENT (SUPERIOR)
Item modification (augment), advanced
Your Dexterity score increases by 1, and your maximum for this score increases by 1.

ENGINEER DEFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in engineer*
This item becomes a valid target of the Infuse Item feature if it wasn't already, granting a bonus appropriate to the item's type. Additionally, you gain an additional use of your Potent Aptitude.

ENGINEER OFFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in engineer*
When you use your Potent Aptitude feature, you can target an additional creature within 60 feet of you who can hear you and grant them a Potent Aptitude die as well without expending an additional use.

FIGHTER DEFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in fighter*
When you use your Second Wind feature, you also gain temporary hit points equal to the amount of hit points you regain.

FIGHTER OFFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in fighter*
You learn an additional maneuver, and you gain one additional superiority die.

GUARDIAN DEFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in guardian*
You learn an additional Guardian Aura option, and the radius of your Guardian Auras increases by 5 feet.

GUARDIAN OFFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in guardian*
The damage die for your Focused Strike die and Improved Force-Empowered Strikes features increases by one step (from d8 to d10, or d10 to d12).

INTELLIGENCE AUGMENT (BASIC)
Item modification (augment), standard
Your Intelligence score increases by 1. One ability score other than Intelligence (chosen by the GM) decreases by 1.

INTELLIGENCE AUGMENT (CHAMPION)
Item modification (augment), artifact
Your Intelligence score increases by 2, and your maximum for this score increases by 2.

INTELLIGENCE AUGMENT (EXCEPTIONAL)
Item modification (augment), legendary
Your Intelligence score increases by 2, and your maximum for this score increases by 1.

INTELLIGENCE AUGMENT (FINE)
Item modification (augment), premium
Your Intelligence score increases by 1.

INTELLIGENCE AUGMENT (IMPROVED)
Item modification (augment), prototype
Your Intelligence score increases by 1, and your maximum for this score increases by 1. One ability score other than Intelligence (chosen by the GM) decreases by 1.

INTELLIGENCE AUGMENT (SUPERIOR)
Item modification (augment), advanced
Your Intelligence score increases by 1, and your maximum for this score increases by 1.

MONK DEFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in monk*
You gain one Monastic Vow option.

MONK OFFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in monk*
When you roll a 1 on the damage roll for an unarmed strike or monk weapon, you can reroll the die. You must use the new roll.

OPERATIVE DEFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in operative*
You learn an additional Operative Exploit option.

OPERATIVE OFFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in operative*
Your Sneak Attack damage die increases by one step (from d6 to a d8, d8 to d10, or d10 to d12).

SCHOLAR DEFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in scholar*
You learn an additional discovery. When you complete a long rest, you can change this discovery for a different option available to you.

SCHOLAR OFFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in scholar*
You learn an additional maneuver, and you gain one additional superiority die.

SCOUT DEFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in scout* You learn an additional Scout Routine option, and the radius of your Scout Routines increases by 5 feet.

SCOUT OFFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in scout* You can apply the additional damage from your Ranger's Quarry feature one additional time per turn.

SENTINEL DEFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in sentinel*
You gain an additional manifestation use of your Sentinel Ideals.

SENTINEL OFFENSIVE AUGMENT
Item modification (augment), prototype
Prerequisite: *At least 3 levels in sentinel*
You learn an additional Sentinel Ideal option.

STRENGTH AUGMENT (BASIC)
Item modification (augment), standard
Your Strength score increases by 1. One ability score other than Strength (chosen by the GM) decreases by 1.

STRENGTH AUGMENT (CHAMPION)
Item modification (augment), artifact
Your Strength score increases by 2, and your maximum for this score increases by 2.

STRENGTH AUGMENT (EXCEPTIONAL)
Item modification (augment), legendary
Your Strength score increases by 2, and your maximum for this score increases by 1.

STRENGTH AUGMENT (FINE)
Item modification (augment), premium
Your Strength score increases by 1.

STRENGTH AUGMENT (IMPROVED)
Item modification (augment), prototype
Your Strength score increases by 1, and your maximum for this score increases by 1. One ability score other than Strength (chosen by the GM) decreases by 1.

STRENGTH AUGMENT (SUPERIOR)
Item modification (augment), advanced
Your Strength score increases by 1, and your maximum for this score increases by 1.

WISDOM AUGMENT (BASIC)
Item modification (augment), standard
Your Wisdom score increases by 1. One ability score other than Wisdom (chosen by the GM) decreases by 1.

WISDOM AUGMENT (CHAMPION)
Item modification (augment), artifact
Your Wisdom score increases by 2, and your maximum for this score increases by 2.

WISDOM AUGMENT (EXCEPTIONAL)
Item modification (augment), legendary
Your Wisdom score increases by 2, and your maximum for this score increases by 1.

WISDOM AUGMENT (FINE)
Item modification (augment), premium
Your Wisdom score increases by 1.

WISDOM AUGMENT (IMPROVED)
Item modification (augment), prototype
Your Wisdom score increases by 1, and your maximum for this score increases by 1. One ability score other than Wisdom (chosen by the GM) decreases by 1.

WISDOM AUGMENT (SUPERIOR)
Item modification (augment), advanced
Your Wisdom score increases by 1, and your maximum for this score increases by 1.

ITEM MODIFICATIONS (BLASTER)

Item	Rarity
Accuracy Focus Mk I	Standard
Amplifying Barrel (Basic)	Standard
Collapsible Stock	Standard
Corellian Crippler Matrix	Standard
Disguised Stock	Standard
Disintegration Core	Standard
Expanded Magazine	Standard
Fadecasting Core (Training)	Standard
Flashlight Attachment	Standard
Focusing Scope	Standard
Maser Core	Standard
Precision Chamber Mk I	Standard
Recoil Dampener	Standard
Rendcasting Core (Training)	Standard
Siege Weapon	Standard
Silencer	Standard
Smart Interface (Basic)	Standard
Targeting Amplifier (Training)	Standard
Targeting Rangefinder (Training)	Standard
Withercasting Core (Training)	Standard
Wrist Mount Attachment	Standard
Accuracy Focus Mk II	Premium
Amplifying Barrel (Fine)	Premium
Bayonet	Premium
Brutal Scope	Premium
Burst Core	Premium
Confounding Attachment	Premium
Dire Fighting Scope	Premium
Disintegration Core Mk II	Premium
Disruption Core	Premium
Expanded Magazine (Fine)	Premium
Fadecasting Core (Fighting)	Premium
Ion Amplifying Core	Premium
Keen Core	Premium
Light Core	Premium
Mighty Core	Premium
Penetrating Core	Premium
Piercing Core	Premium
Precision Chamber Mk II	Premium
Rapid Core	Premium
Recoil Dampener (Fine)	Premium
Rendcasting Core (Fighting)	Premium
Smart Interface (Fine)	Premium
Targeting Amplifier (Fighting)	Premium
Targeting Rangefinder (Fighting)	Premium
Vicious Fighting Core	Premium
Withercasting Core (Fighting)	Premium
Accuracy Focus Mk III	Prototype
Amplifying Barrel (Improved)	Prototype
Disintegration Core Mk III	Prototype
Expanded Magazine (Improved)	Prototype
Fadecasting Core (Dueling)	Prototype
Harpoon Reel Attachment	Prototype
Precision Chamber Mk III	Prototype
Quantum Splitter Mk I	Prototype
Recoil Dampener (Improved)	Prototype
Rendcasting Core (Dueling)	Prototype
Rylith Power Core	Prototype
Semiauto Core	Prototype
Smart Interface (Improved)	Prototype
Targeting Amplifier (Dueling)	Prototype
Targeting Rangefinder (Dueling)	Prototype
Withercasting Core (Dueling)	Prototype
Accuracy Focus Mk IV	Advanced
Amplifying Barrel (Superior)	Advanced
Brutal Scope (Major)	Advanced
Burst Core (Superior)	Advanced
Compensating Attachment	Advanced
Czerka Attenuating Pulsator	Advanced
Dire Mastery Scope	Advanced
Disintegration Core Mk IV	Advanced
Expanded Magazine (Superior)	Advanced
Fadecasting Core (Mastery)	Advanced
Keen Core (Deadly)	Advanced
Ostrine Splitter Mk I	Advanced
Penetrating Core (Superior)	Advanced
Piercing Core (Deadly)	Advanced
Precision Chamber Mk IV	Advanced
Quantum Splitter Mk II	Advanced
Rapid Core (Superior)	Advanced
Recoil Dampener (Superior)	Advanced
Rendcasting Core (Mastery)	Advanced
Smart Interface (Superior)	Advanced
Targeting Amplifier (Mastery)	Advanced
Targeting Rangefinder (Mastery)	Advanced
Vicious Mastery Core	Advanced
Withercasting Core (Mastery)	Advanced
Aratech Recycler Core Mk II	Legendary
Disintegration Core Mk V	Legendary
Expanded Magazine (Exceptional)	Legendary
Ostrine Splitter Mk II	Legendary
Precision Chamber Mk V	Legendary

Item	Rarity
Quantum Splitter Mk III	Legendary
Recoil Dampener (Exceptional)	Legendary
Smart Interface (Exceptional)	Legendary
Burst Core (Champion)	Artifact
Brutal Scope (Lethal)	Artifact
Dire Ascendancy Scope	Artifact
Disintegration Core Mk VI	Artifact
Expanded Magazine (Champion)	Artifact
Keen Core (Devastating)	Artifact
Multispectral Optics (Champion)	Artifact
Ostrine Splitter Mk III	Artifact
Penetrating Core (Champion)	Artifact
Piercing Core (Devastating)	Artifact
Precision Chamber Mk VI	Artifact
Quantum Splitter Mk IV	Artifact
Rapid Core (Champion)	Artifact
Recoil Dampener (Champion)	Artifact
Smart Interface (Champion)	Artifact
Vicious Ascendancy Core	Artifact

ACCURACY FOCUS MK I
Item modification (blaster), standard
You gain a +1 bonus to attack rolls and a -1 penalty to damage rolls made with this weapon.

ACCURACY FOCUS MK II
Item modification (blaster), premium
You gain a +1 bonus to attack rolls made with this weapon.

ACCURACY FOCUS MK III
Item modification (blaster), prototype
You gain a +2 bonus to attack rolls made with this weapon.

ACCURACY FOCUS MK IV
Item modification (blaster), advanced
You gain a +3 bonus to attack rolls made with this weapon.

AMPLIFYING BARREL (BASIC)
Item modification (blaster), standard
You gain a +1 bonus to damage rolls and a -1 penalty to attack rolls made with this weapon.

AMPLIFYING BARREL (FINE)
Item modification (blaster), premium
You gain a +1 bonus to damage rolls made with this weapon.

AMPLIFYING BARREL (IMPROVED)
Item modification (blaster), prototype
You gain a +2 bonus to damage rolls made with this weapon.

AMPLIFYING BARREL (SUPERIOR)
Item modification (blaster), advanced
You gain a +3 bonus to damage rolls made with this weapon.

ARATECH RECYCLER CORE MK II
Item modification (blaster), legendary
Prerequisite: *Burst property*
When you use the burst feature of this weapon, you can choose to include up to 2 additional creatures within 5 feet of any affected space to also be affected the burst, if they were not already.

Once per turn, when you deal damage with this weapon, your walking speed increases by 10 feet until the start of your next turn, and the damaged creature can't make opportunity attacks against you for the rest of your turn.

BAYONET
Item modification (blaster), premium
You affix a short blade to the barrel of this weapon, allowing you to make a melee weapon attack with it. The blade is a melee weapon with the finesse property that you are proficient with, and deals 1d6 kinetic damage.

BRUTAL SCOPE
Item modification (blaster), premium
This weapon gains the brutal 1 property. If it already has the brutal property, its brutal number increases by 1, to a maximum of 3.

BRUTAL SCOPE (DEVASTATING)
Item modification (blaster), artifact
This weapon gains the brutal 3 property. If it already has the brutal property, its brutal number increases to 3.

BRUTAL SCOPE (DEADLY)
Item modification (blaster), advanced
This weapon gains the brutal 2 property. If it already has the brutal property, its brutal number increases by 2, to a maximum of 3.

BURST CORE
Item modification (blaster), premium
Prerequisite: *Blaster that uses cells or cartridges*
This weapon gains the burst property, with a burst number equal to its reload number, minimum of 2. If it already has the burst property, the burst number is reduced to one-half its reload number (rounded up), to a minimum of 2.

BURST CORE (CHAMPION)
Item modification (blaster), artifact
Prerequisite: *Blaster that uses cells or cartridges*
This weapon gains the burst property, with a burst number equal to one-fourth its reload number (rounded up), to a minimum of 2. If it already has the burst property, the burst number is reduced to one-eighth its reload number (rounded up), to a minimum of 2.

BURST CORE (SUPERIOR)
Item modification (blaster), advanced
Prerequisite: *Blaster that uses cells or cartridges*
This weapon gains the burst property, with a burst number equal to one-half its reload number (rounded up), to a minimum of 2. If it already has the burst property, the burst number is reduced to one-fourth its reload number (rounded up), to a minimum of 2.

COLLAPSIBLE STOCK
Item modification (blaster), standard
This weapon gains the hidden property.

COMPENSATING ATTACHMENT
Item modification (blaster), advanced
This weapon loses the two-handed property.

CORELLIAN CRIPPLER MATRIX
Item modification (blaster), standard
Once per round, when you hit a creature with a ranged attack using this weapon, its speed is reduced by 5 feet until the end of its next turn.

CZERKA ATTENUATING PULSATOR
Item modification (blaster), advanced
Prerequisite: *The ability to cast tech powers*
When you score a critical hit or reduce a creature to 0 hit points with a ranged attack using this weapon, you can regain a number of tech points equal to your Intelligence modifier (a minimum of one, no action required). Once you've used this feature, you must complete a short or long rest before you can use it again.

DIRE ASCENDANCY SCOPE
Item modification (blaster), artifact
This weapon gains the dire 3 property. If it already has the dire property, its dire number increases to 3.

DIRE FIGHTING SCOPE
Item modification (blaster), premium
This weapon gains the dire 1 property. If it already has the dire property, its dire number increases by 1, to a maximum of 3.

DIRE MASTERY SCOPE
Item modification (blaster), advanced
This weapon gains the dire 2 property. If it already has the dire property, its dire number increases by 2, to a maximum of 3.

DISGUISED STOCK
Item modification (blaster), standard
This weapon gains the disguised property.

DISINTEGRATION CORE
Item modification (blaster), standard
This weapon gains the disintegrate 13 property. If it already has the disintegrate property, its disintegrate number increases by 1, to a maximum of 18.

DISINTEGRATION CORE MK II
Item modification (blaster), premium
This weapon gains the disintegrate 14 property. If it already has the disintegrate property, its disintegrate number increases by 2, to a maximum of 18.

DISINTEGRATION CORE MK III
Item modification (blaster), prototype
This weapon gains the disintegrate 15 property. If it already has the disintegrate property, its disintegrate number increases by 3, to a maximum of 18.

DISINTEGRATION CORE MK IV
Item modification (blaster), advanced
This weapon gains the disintegrate 16 property. If it already has the disintegrate property, its disintegrate number increases by 4, to a maximum of 18.

DISINTEGRATION CORE MK V
Item modification (blaster), legendary
This weapon gains the disintegrate 17 property. If it already has the disintegrate property, its disintegrate number increases by 5, to a maximum of 18.

DISINTEGRATION CORE MK VI
Item modification (blaster), artifact
This weapon gains the disintegrate 18 property. If it already has the disintegrate property, its disintegrate number increases to 18.

DISRUPTION CORE
Item modification (blaster), premium
This weapon gains the disruptive property.

EXPANDED MAGAZINE
Item modification (blaster), standard
Once on each of your turns, you can reload this weapon once without using an action. You can't use this feature again until you reload the weapon with an action.

EXPANDED MAGAZINE (CHAMPION)
Item modification (blaster), artifact
Once on each of your turns, you can reload this weapon once without using an action. You can use this feature six times. You regain all expended uses when you reload the weapon with an action.

EXPANDED MAGAZINE (EXCEPTIONAL)
Item modification (blaster), legendary
Once on each of your turns, you can reload this weapon once without using an action. You can use this feature five times. You regain all expended uses when you reload the weapon with an action.

EXPANDED MAGAZINE (FINE)
Item modification (blaster), premium
Once on each of your turns, you can reload this weapon once without using an action. You can use this feature twice times. You regain all expended uses when you reload the weapon with an action.

EXPANDED MAGAZINE (IMPROVED)
Item modification (blaster), prototype
Once on each of your turns, you can reload this weapon once without using an action. You can use this feature three times. You regain all expended uses when you reload the weapon with an action.

EXPANDED MAGAZINE (SUPERIOR)
Item modification (blaster), advanced
Once on each of your turns, you can reload this weapon once without using an action. You can use this feature four times. You regain all expended uses when you reload the weapon with an action.

FADECASTING CORE (DUELING)
Item modification (blaster), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING CORE (FIGHTING)
Item modification (blaster), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING CORE (MASTERY)
Item modification (blaster), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING CORE (TRAINING)
Item modification (blaster), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

FLASHLIGHT ATTACHMENT
Item modification (blaster), standard
You affix a targeted light to this weapon. As a bonus action, you can toggle the light on or off. While on, this weapon sheds bright light in a 60-foot cone.

FOCUSING SCOPE
Item modification (blaster), standard
The simple scope allows you to use a bonus action to take aim at a target you can see. The next attack you make before the end of your next turn does not suffer disadvantage due to being made at long range.

HARPOON REEL ATTACHMENT
Item modification (blaster), prototype
You install a secondary firemode that launches a harpoon attached to a tightly coiled cord. With this harpoon, you can make a ranged weapon attack with a range of 30/60. On a hit, it deals 1d6 kinetic damage. This attack can target a surface, object, or creature.

A creature struck by this attack is impaled by the harpoon. As an action, a creature can attempt to remove the harpoon. Removing the harpoon requires a DC 15 Strength check. While the harpoon is stuck in the target, you are connected to the target by a 60 foot cable.

While connected in this manner, you can use your bonus action to activate the reel, pulling yourself to the location if the target is your size or larger. A creature or object smaller than you is pulled to you. Alternatively, you can opt to release the cable (no action required).

Once you've used this feature, you can't use it again until you recover and reinsert the harpoon as an action.

ION AMPLIFYING CORE
Item modification (blaster), premium
Prerequisite: *Ion damage*
This weapon ignores resistance to ion damage.

KEEN CORE
Item modification (blaster), premium
This weapon gains the keen 1 property. If it already has the keen property, its keen number increases by 1, to a maximum of 3.

KEEN CORE (DEADLY)
Item modification (blaster), advanced
This weapon gains the keen 2 property. If it already has the keen property, its keen number increases by 2, to a maximum of 3.

KEEN CORE (DEVASTATING)
Item modification (blaster), artifact
This weapon gains the keen 3 property. If it already has the keen property, its keen number increases to 3.

LIGHT CORE
Item modification (blaster), premium
This weapon gains the light property.

MASER CORE
Item modification (blaster), standard
When a creature tries to reduce the damage of a shot from this weapon with a feature or power, such as monk's Deflect Missiles or the *saber reflect* force power, they have disadvantage on the reduction roll.

MIGHTY CORE
Item modification (blaster), premium
Prerequisite: *Lacks strength property*
This weapon gains the mighty property.

MULTISPECTRAL OPTICS (CHAMPION)
Item modification (blaster), artifact
While looking through this weapon's scope, you have truesight out to a distance equal to the long range of this weapon and you can see creatures that are lightly or heavily obscured. Additionally, you gain a +2 bonus to attack rolls.

OSTRINE SPLITTER MK I
Item modification (blaster), advanced
When you deal damage with this weapon, you deal an additional 1d4 acid, cold, fire, lightning, poison, or sonic damage (chosen by the GM when generating this item).

OSTRINE SPLITTER MK II
Item modification (blaster), legendary
When you deal damage with this weapon, you deal an additional 1d6 acid, cold, fire, lightning, poison, or sonic damage (chosen by the GM when generating this item).

OSTRINE SPLITTER MK III
Item modification (blaster), artifact
When you deal damage with this weapon, you deal an additional 1d8 acid, cold, fire, lightning, poison, or sonic damage (chosen by the GM when generating this item).

PIERCING CORE
Item modification (blaster), premium
This weapon gains the piercing 1 property. If it already has the piercing property, its piercing number increases by 1, to a maximum of 3.

PIERCING CORE (DEADLY)
Item modification (blaster), advanced
This weapon gains the piercing 2 property. If it already has the piercing property, its piercing number increases by 2, to a maximum of 3.

PIERCING CORE (DEVASTATING)
Item modification (blaster), artifact
This weapon gains the piercing 3 property. If it already has the piercing property, its piercing number increases to 3.

PRECISION CHAMBER MK I
Item modification (blaster), standard
This weapon's range increases by 10/40.

PRECISION CHAMBER MK II
Item modification (blaster), premium
This weapon's range increases by 20/80.

PRECISION CHAMBER MK III
Item modification (blaster), prototype
This weapon's range increases by 30/120.

PRECISION CHAMBER MK IV
Item modification (blaster), advanced
This weapon's range increases by 40/160.

PRECISION CHAMBER MK V
Item modification (blaster), legendary
This weapon's range increases by 50/200.

PRECISION CHAMBER MK VI
Item modification (blaster), artifact
This weapon's range increases by 60/240.

QUANTUM SPLITTER MK I
Item modification (blaster), prototype
When you deal damage with this weapon, you can roll a d4 and add the result to the total.

QUANTUM SPLITTER MK II
Item modification (blaster), advanced
When you deal damage with this weapon, you can roll a d6 and add the result to the total.

QUANTUM SPLITTER MK III
Item modification (blaster), legendary
When you deal damage with this weapon, you can roll a d8 and add the result to the total.

QUANTUM SPLITTER MK IV
Item modification (blaster), artifact
When you deal damage with this weapon, you can roll a d10 and add the result to the total.

RAPID CORE
Item modification (blaster), premium
Prerequisite: *Blaster that uses cells or cartridges*
This weapon gains the rapid property, with a rapid number equal to one-half its reload number (rounded up), to a minimum of 2. If it already has the rapid property, the rapid number is reduced to one-fourth its reload number (rounded up), to a minimum of 2.

RAPID CORE (CHAMPION)
Item modification (blaster), artifact
Prerequisite: *Blaster that uses cells or cartridges*
This weapon gains the rapid property, with a rapid number equal to one-eighth its reload number (rounded up), to a minimum of 2. If it already has the rapid property, the rapid number is reduced to one-sixteenth its reload number (rounded up), to a minimum of 2.

RAPID CORE (SUPERIOR)
Item modification (blaster), advanced
Prerequisite: *Blaster that uses cells or cartridges*
This weapon gains the rapid property, with a rapid number equal to one-fourth its reload number (rounded up), to a minimum of 2. If it already has the rapid property, the rapid number is reduced to one-eighth its reload number (rounded up), to a minimum of 2.

RYLITH POWER CORE
Item modification (blaster), prototype
When you take the Attack action and hit a target with a ranged attack with this weapon, you can repeat the attack against another creature up to 15 feet from the target in a direct line from you (no action required). Once you've used this feature, you must complete a short or long rest before you can use it again.

RECOIL DAMPENER
Item modification (blaster), standard
This weapon's strength number is reduced by one step (from 21 to 19, 19 to 17, 17 to 15, 15 to 13, or 13 to 11). If the strength number is 11, this modification removes the strength property from it entirely.

RECOIL DAMPENER (CHAMPION)
Item modification (blaster), artifact
This weapon loses the strength property.

RECOIL DAMPENER (EXCEPTIONAL)
Item modification (blaster), legendary
This weapon's strength number is reduced by five steps (from 21 to 11). If the strength number is 19 or lower, this modification removes the strength property from it entirely.

RECOIL DAMPENER (FINE)
Item modification (blaster), premium
This weapon's strength number is reduced by two steps (from 21 to 17, 19 to 15, 17 to 13, or 15 to 11). If the strength number is 13 or lower, this modification removes the strength property from it entirely.

RECOIL DAMPENER (IMPROVED)
Item modification (blaster), prototype
This weapon's strength number is reduced by three steps (from 21 to 15, 19 to 13, or 17 to 11). If the strength number is 15 or lower, this modification removes the strength property from it entirely.

RECOIL DAMPENER (SUPERIOR)
Item modification (blaster), advanced
This weapon's strength number is reduced by four steps (from 21 to 13 or 19 to 11). If the strength number is 17 or lower, this modification removes the strength property from it entirely.

RENDCASTING CORE (DUELING)
Item modification (blaster), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING CORE (FIGHTING)
Item modification (blaster), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING CORE (MASTERY)
Item modification (blaster), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING CORE (TRAINING)
Item modification (blaster), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the tech save DC of powers that require a Wisdom or Charisma saving throw.

SEMIAUTO CORE
Item modification (blaster), prototype
Prerequisite: Auto property
This weapon loses the auto property.

SILENCER
Item modification (blaster), standard
This weapon gains the silent property.

SIEGE WEAPON
Item modification (blaster), standard
You modify this weapon to be more effective against barriers. The weapon deals double damage against structures.

SMART INTERFACE (BASIC)
Item modification (blaster), standard
This weapon gains the smart (15, +2) property. If it already has the smart property, its smart numbers increase by +1 and +1, respectively, to a maximum of 20 and +6.

SMART INTERFACE (CHAMPION)
Item modification (blaster), artifact
This weapon gains the smart (20, +6) property. If it already has the smart property, its smart numbers increase to 20 and +6, respectively.

SMART INTERFACE (EXCEPTIONAL)
Item modification (blaster), legendary
This weapon gains the smart (19, +5) property. If it already has the smart property, its smart numbers increase by +5 and +4, respectively, to a maximum of 20 and +6.

SMART INTERFACE (FINE)
Item modification (blaster), premium
This weapon gains the smart (16, +2) property. If it already has the smart property, its smart numbers increase by +2 and +1, respectively, to a maximum of 20 and +6.

SMART INTERFACE (IMPROVED)
Item modification (blaster), prototype
This weapon gains the smart (17, +3) property. If it already has the smart property, its smart numbers increase by +3 and +2, respectively, to a maximum of 20 and +6.

SMART INTERFACE (SUPERIOR)
Item modification (blaster), advanced
This weapon gains the smart (18, +4) property. If it already has the smart property, its smart numbers increase by +4 and +3, respectively, to a maximum of 20 and +6.

TARGETING AMPLIFIER (DUELING)
Item modification (blaster), prototype
While using this item as your focus, you gain a +2 bonus to melee tech attacks.

TARGETING AMPLIFIER (FIGHTING)
Item modification (blaster), premium
While using this item as your focus, you gain a +1 bonus to melee tech attacks.

TARGETING AMPLIFIER (MASTERY)
Item modification (blaster), advanced
While using this item as your focus, you gain a +3 bonus to melee tech attacks.

TARGETING AMPLIFIER (TRAINING)
Item modification (blaster), standard
While using this item as your focus, you gain a +1 bonus to melee tech attacks and a -1 penalty to ranged tech attacks.

TARGETING RANGEFINDER (DUELING)
Item modification (blaster), prototype
While using this item as your focus, you gain a +2 bonus to ranged tech attacks.

TARGETING RANGEFINDER (FIGHTING)
Item modification (blaster), premium
While using this item as your focus, you gain a +1 bonus to ranged tech attacks.

TARGETING RANGEFINDER (MASTERY)
Item modification (blaster), advanced
While using this item as your focus, you gain a +3 bonus to ranged tech attacks.

TARGETING RANGEFINDER (TRAINING)
Item modification (blaster), standard
While using this item as your focus, you gain a +1 bonus to ranged tech attacks and a -1 penalty to melee tech attacks.

VICIOUS ASCENDANCY CORE
Item modification (blaster), artifact
This weapon gains the vicious 3 property. If it already has the vicious property, its vicious number increases to 3.

VICIOUS FIGHTING CORE
Item modification (blaster), premium
This weapon gains the vicious 1 property. If it already has the vicious property, its vicious number increases by 1, to a maximum of 3.

VICIOUS MASTERY CORE
Item modification (blaster), advanced
This weapon gains the vicious 2 property. If it already has the vicious property, its vicious number increases by 2, to a maximum of 3.

WITHERCASTING CORE (DUELING)
Item modification (blaster), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING CORE (FIGHTING)
Item modification (blaster), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING CORE (MASTERY)
Item modification (blaster), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING CORE (TRAINING)
Item modification (blaster), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the tech save DC of powers that require a Strength or Constitution saving throw.

WRIST MOUNT ATTACHMENT
Item modification (blaster), standard
This weapon gains the fixed property.

ITEM MODIFICATIONS (CLOTHING)

Item	Rarity
Ace Pilot's Pattern (Basic)	Standard
Acrobat's Pattern (Basic)	Standard
Animal Handler's Pattern (Basic)	Standard
Brawny Pattern (Basic)	Standard
Charisma Weave (Basic)	Standard
Charmer's Pattern (Basic)	Standard
Clandestine Stitching (Basic)	Standard
Empathic Pattern (Basic)	Standard
Fadecasting Inlay (Novice)	Standard
Fadecasting Stitching Mk I	Standard
Inlay Amplifier (Novice)	Standard
Inlay Rangefinder (Novice)	Standard
Intelligence Weave (Basic)	Standard
Investigator's Pattern (Basic)	Standard
Loremaster's Pattern (Basic)	Standard
Medic's Pattern (Basic)	Standard
Naturalist's Pattern (Basic)	Standard
Perceptive Pattern (Basic)	Standard
Performer's Pattern (Basic)	Standard
Quick-Fingered Pattern (Basic)	Standard
Rendcasting Inlay (Novice)	Standard
Rendcasting Stitching Mk I	Standard
Silver-Tongued Pattern (Basic)	Standard
Stealthy Pattern (Basic)	Standard
Stitching Amplifier Mk I	Standard
Stitching Rangefinder Mk I	Standard
Strength Weave (Basic)	Standard
Survivalist's Pattern (Basic)	Standard
Techie's Pattern (Basic)	Standard
Threatening Pattern (Basic)	Standard
Withercasting Inlay (Novice)	Standard
Withercasting Stitching Mk I	Standard
Ace Pilot's Pattern (Fine)	Premium
Acrobat's Pattern (Fine)	Premium
Animal Handler's Pattern (Fine)	Premium
Brawny Pattern (Fine)	Premium
Charmer's Pattern (Fine)	Premium
Clandestine Stitching (Fine)	Premium
Constitution Weave (Fine)	Premium
Dexterity Weave (Fine)	Premium
Empathic Pattern (Fine)	Premium
Fadecasting Inlay (Apprentice)	Premium
Fadecasting Stitching Mk II	Premium
Inlay Amplifier (Apprentice)	Premium
Inlay Rangefinder (Apprentice)	Premium
Investigator's Pattern (Fine)	Premium

Item	Rarity
Loremaster's Pattern (Fine)	Premium
Medic's Pattern (Fine)	Premium
Naturalist's Pattern (Fine)	Premium
Perceptive Pattern (Fine)	Premium
Performer's Pattern (Fine)	Premium
Quick-Fingered Pattern (Fine)	Premium
Rendcasting Inlay (Apprentice)	Premium
Rendcasting Stitching Mk II	Premium
Silver-Tongued Pattern (Fine)	Premium
Stealthy Pattern (Fine)	Premium
Stitching Amplifier Mk II	Premium
Stitching Rangefinder Mk II	Premium
Survivalist's Pattern (Fine)	Premium
Techie's Pattern (Fine)	Premium
Threatening Pattern (Fine)	Premium
Wisdom Weave (Fine)	Premium
Withercasting Inlay (Apprentice)	Premium
Withercasting Stitching Mk II	Premium
Ace Pilot's Pattern (Favored)	Prototype
Acrobat's Pattern (Favored)	Prototype
Animal Handler's Pattern (Favored)	Prototype
Brawny Pattern (Favored)	Prototype
Charisma Weave (Improved)	Prototype
Charmer's Pattern (Favored)	Prototype
Clandestine Stitching (Improved)	Prototype
Empathic Pattern (Favored)	Prototype
Fadecasting Inlay (Journeyman)	Prototype
Fadecasting Stitching Mk III	Prototype
Inlay Amplifier (Journeyman)	Prototype
Inlay Rangefinder (Journeyman)	Prototype
Intelligence Weave (Improved)	Prototype
Investigator's Pattern (Favored)	Prototype
Loremaster's Pattern (Favored)	Prototype
Medic's Pattern (Favored)	Prototype
Naturalist's Pattern (Favored)	Prototype
Perceptive Pattern (Favored)	Prototype
Performer's Pattern (Favored)	Prototype
Quick-Fingered Pattern (Favored)	Prototype
Rendcasting Inlay (Journeyman)	Prototype
Rendcasting Stitching Mk III	Prototype
Silver-Tongued Pattern (Favored)	Prototype
Stealthy Pattern (Favored)	Prototype
Stitching Amplifier Mk III	Prototype
Stitching Rangefinder Mk III	Prototype
Strength Weave (Improved)	Prototype
Survivalist's Pattern (Favored)	Prototype

Item	Rarity
Techie's Pattern (Favored)	Prototype
Threatening Pattern (Favored)	Prototype
Withercasting Inlay (Journeyman)	Prototype
Withercasting Stitching Mk III	Prototype
Ace Pilot's Pattern (Choice)	Advanced
Acrobat's Pattern (Choice)	Advanced
Animal Handler's Pattern (Choice)	Advanced
Brawny Pattern (Choice)	Advanced
Charmer's Pattern (Choice)	Advanced
Clandestine Stitching (Superior)	Advanced
Constitution Weave (Superior)	Advanced
Dexterity Weave (Superior)	Advanced
Empathic Pattern (Choice)	Advanced
Fadecasting Inlay (Adept)	Advanced
Fadecasting Stitching Mk IV	Advanced
Inlay Amplifier (Adept)	Advanced
Inlay Rangefinder (Adept)	Advanced
Investigator's Pattern (Choice)	Advanced
Loremaster's Pattern (Choice)	Advanced
Medic's Pattern (Choice)	Advanced
Naturalist's Pattern (Choice)	Advanced
Perceptive Pattern (Choice)	Advanced
Performer's Pattern (Choice)	Advanced
Quick-Fingered Pattern (Choice)	Advanced
Rendcasting Inlay (Adept)	Advanced
Rendcasting Stitching Mk IV	Advanced
Silver-Tongued Pattern (Choice)	Advanced
Stealthy Pattern (Choice)	Advanced
Stitching Amplifier Mk IV	Advanced
Stitching Rangefinder Mk IV	Advanced
Survivalist's Pattern (Choice)	Advanced
Techie's Pattern (Choice)	Advanced
Threatening Pattern (Choice)	Advanced
Wisdom Weave (Superior)	Advanced
Withercasting Stitching Mk IV	Advanced
Withercasting Inlay (Adept)	Advanced
Ace Pilot's Pattern (Elite)	Legendary
Acrobat's Pattern (Elite)	Legendary
Animal Handler's Pattern (Elite)	Legendary
Brawny (Elite)	Legendary
Charisma Weave (Exceptional)	Legendary
Charmer's Pattern (Elite)	Legendary
Clandestine Stitching (Exceptional)	Legendary
Empathic Pattern (Elite)	Legendary
Intelligence Weave (Exceptional)	Legendary
Investigator's Pattern (Elite)	Legendary
Loremaster's Pattern (Elite)	Legendary

Item	Rarity
Medic's Pattern (Elite)	Legendary
Naturalist's Pattern (Elite)	Legendary
Perceptive Pattern (Elite)	Legendary
Performer's Pattern (Elite)	Legendary
Quick-Fingered Pattern (Elite)	Legendary
Silver-Tongued Pattern (Elite)	Legendary
Stealthy Pattern (Elite)	Legendary
Strength Weave (Exceptional)	Legendary
Survivalist's Pattern (Elite)	Legendary
Techie's Pattern (Elite)	Legendary
Threatening Pattern (Elite)	Legendary
Ace Pilot's Pattern (Exquisite)	Artifact
Acrobat's Pattern (Exquisite)	Artifact
Animal Handler's Pattern (Exquisite)	Artifact
Brawny (Exquisite)	Artifact
Charmer's Pattern (Exquisite)	Artifact
Clandestine Stitching (Champion)	Artifact
Constitution Weave (Champion)	Artifact
Dexterity Weave (Champion)	Artifact
Empathic Pattern (Exquisite)	Artifact
Investigator's Pattern (Exquisite)	Artifact
Loremaster's Pattern (Exquisite)	Artifact
Medic's Pattern (Exquisite)	Artifact
Naturalist's Pattern (Exquisite)	Artifact
Perceptive Pattern (Exquisite)	Artifact
Performer's Pattern (Exquisite)	Artifact
Quick-Fingered Pattern (Exquisite)	Artifact
Silver-Tongued Pattern (Exquisite)	Artifact
Stealthy Pattern (Exquisite)	Artifact
Survivalist's Pattern (Exquisite)	Artifact
Techie's Pattern (Exquisite)	Artifact
Threatening Pattern (Exquisite)	Artifact
Wisdom Weave (Champion)	Artifact

ACE PILOT'S PATTERN (BASIC)

Item modification *(clothing), standard*

Your level of proficiency in Piloting increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

ACE PILOT'S PATTERN (CHOICE)

Item modification *(clothing), advanced*

Your level of proficiency in Piloting increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

ACE PILOT'S PATTERN (ELITE)

Item modification *(clothing), legendary*

Your level of proficiency in Piloting increases by five steps (to high mastery or from trained to grand mastery).

ACE PILOT'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Piloting.

ACE PILOT'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Piloting increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

ACE PILOT'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Piloting increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

ACROBAT'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Acrobatics increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

ACROBAT'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Acrobatics increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

ACROBAT'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Acrobatics increases by five steps (to high mastery or from trained to grand mastery).

ACROBAT'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Acrobatics.

ACROBAT'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Acrobatics increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

ACROBAT'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Acrobatics increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

ANIMAL HANDLER'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Animal Handling increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

ANIMAL HANDLER'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Animal Handling increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

ANIMAL HANDLER'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Animal Handling increases by five steps (to high mastery or from trained to grand mastery).

ANIMAL HANDLER'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Animal Handling.

ANIMAL HANDLER'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Animal Handling increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

ANIMAL HANDLER'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Animal Handling increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

BRAWNY PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Athletics increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

BRAWNY PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Athletics increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

BRAWNY PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Athletics increases by five steps (to high mastery or from trained to grand mastery).

BRAWNY PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Athletics.

BRAWNY PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Athletics increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

BRAWNY PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Athletics increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

CHARISMA WEAVE (BASIC)
Item modification (clothing), standard
Your level of proficiency in Charisma saving throws increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

CHARISMA WEAVE (EXCEPTIONAL)
Item modification (clothing), legendary
Your level of proficiency in Charisma saving throws increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

CHARISMA WEAVE (IMPROVED)
Item modification (clothing), prototype
Your level of proficiency in Charisma saving throws increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

CHARMER'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Persuasion increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

CHARMER'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Persuasion increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

CHARMER'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Persuasion increases by five steps (to high mastery or from trained to grand mastery).

CHARMER'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Persuasion.

CHARMER'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Persuasion increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

CHARMER'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Persuasion increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

CLANDESTINE STITCHING (BASIC)
Item modification (clothing), standard
This article of clothing come with one hidden pocket, which can store up to 1 lb. Finding this hidden pocket requires a DC 15 Investigation check.

CLANDESTINE STITCHING (CHAMPION)
Item modification (clothing), artifact
This article of clothing come with six hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 30 Investigation check.

CLANDESTINE STITCHING (EXCEPTIONAL)
Item modification (clothing), legendary
This article of clothing come with five hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 27 Investigation check.

CLANDESTINE STITCHING (FINE)
Item modification (clothing), premium
This article of clothing come with two hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 18 Investigation check.

CLANDESTINE STITCHING (IMPROVED)
Item modification (clothing), prototype
This article of clothing come with three hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 21 Investigation check.

CLANDESTINE STITCHING (SUPERIOR)
Item modification (clothing), advanced
This article of clothing come with four hidden pockets, each of which can store up to 1 lb. Finding these hidden pockets requires a DC 24 Investigation check.

CONSTITUTION WEAVE (CHAMPION)
Item modification (clothing), artifact
Your level of proficiency in Constitution saving throws increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

CONSTITUTION WEAVE (FINE)
Item modification (clothing), premium
Your level of proficiency in Constitution saving throws increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

CONSTITUTION WEAVE (SUPERIOR)
Item modification (clothing), advanced
Your level of proficiency in Constitution saving throws increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

DEXTERITY WEAVE (CHAMPION)
Item modification (clothing), artifact
Your level of proficiency in Dexterity saving throws increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

DEXTERITY WEAVE (FINE)
Item modification (clothing), premium
Your level of proficiency in Dexterity saving throws increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

DEXTERITY WEAVE (SUPERIOR)
Item modification (clothing), advanced
Your level of proficiency in Dexterity saving throws increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

EMPATHIC PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Insight increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

EMPATHIC PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Insight increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

EMPATHIC PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Insight increases by five steps (to high mastery or from trained to grand mastery).

EMPATHIC PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Insight.

EMPATHIC PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Insight increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

EMPATHIC PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Insight increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

FADECASTING INLAY (ADEPT)
Item modification (clothing), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING INLAY (APPRENTICE)
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING INLAY (JOURNEYMAN)
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING INLAY (NOVICE)
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the force save DC of powers that require a Dexterity or Intelligence saving throw.

FADECASTING STITCHING MK I
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

FADECASTING STITCHING MK II
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING STITCHING MK III
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING STITCHING MK IV
Item modification (clothing), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

INLAY AMPLIFIER (ADEPT)
Item modification (clothing), advanced
While using this item as your focus, you gain a +3 bonus to melee force attacks.

INLAY AMPLIFIER (APPRENTICE)
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to melee force attacks.

INLAY AMPLIFIER (JOURNEYMAN)
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to melee force attacks.

INLAY AMPLIFIER (NOVICE)
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to melee force attacks and a -1 penalty to ranged force attacks.

INLAY RANGEFINDER (ADEPT)
Item modification (clothing), advanced
While using this item as your focus, you gain a +3 bonus to ranged force attacks.

INLAY RANGEFINDER (APPRENTICE)
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to ranged force attacks.

INLAY RANGEFINDER (JOURNEYMAN)
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to ranged force attacks.

INLAY RANGEFINDER (NOVICE)
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to ranged force attacks and a -1 penalty to melee force attacks.

INTELLIGENCE WEAVE (BASIC)
Item modification (clothing), standard
Your level of proficiency in Intelligence saving throws increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

INTELLIGENCE WEAVE (EXCEPTIONAL)
Item modification (clothing), legendary
Your level of proficiency in Intelligence saving throws increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

INTELLIGENCE WEAVE (IMPROVED)
Item modification (clothing), prototype
Your level of proficiency in Intelligence saving throws increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

INVESTIGATOR'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Investigation increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

INVESTIGATOR'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Investigation increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

INVESTIGATOR'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Investigation increases by five steps (to high mastery or from trained to grand mastery).

INVESTIGATOR'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Investigation.

INVESTIGATOR'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Investigation increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

INVESTIGATOR'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Investigation increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

LOREMASTER'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Lore increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

LOREMASTER'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Lore increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

LOREMASTER'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Lore increases by five steps (to high mastery or from trained to grand mastery).

LOREMASTER'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Lore.

LOREMASTER'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Lore increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

LOREMASTER'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Lore increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

MEDIC'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Medicine increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

MEDIC'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Medicine increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

MEDIC'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Medicine increases by five steps (to high mastery or from trained to grand mastery).

MEDIC'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Medicine.

MEDIC'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Medicine increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

MEDIC'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Medicine increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

NATURALIST'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Nature increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

NATURALIST'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Nature increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

NATURALIST'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Nature increases by five steps (to high mastery or from trained to grand mastery).

NATURALIST'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Nature.

NATURALIST'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Nature increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

NATURALIST'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Nature increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

PERCEPTIVE PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Perception increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

PERCEPTIVE PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Perception increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

PERCEPTIVE PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Perception increases by five steps (to high mastery or from trained to grand mastery).

PERCEPTIVE PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Perception.

PERCEPTIVE PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Perception increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

PERCEPTIVE PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Perception increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

PERFORMER'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Performance increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

PERFORMER'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Performance increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

PERFORMER'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Performance increases by five steps (to high mastery or from trained to grand mastery).

PERFORMER'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Performance.

PERFORMER'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Performance increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

PERFORMER'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Performance increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

QUICK-FINGERED PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Sleight of Hand increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

QUICK-FINGERED PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Sleight of Hand increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

QUICK-FINGERED PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Sleight of Hand increases by five steps (to high mastery or from trained to grand mastery).

QUICK-FINGERED PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Sleight of Hand.

QUICK-FINGERED PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Sleight of Hand increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

QUICK-FINGERED PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Sleight of Hand increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

RENDCASTING INLAY (ADEPT)
Item modification (clothing), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING INLAY (APPRENTICE)
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING INLAY (JOURNEYMAN)
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING INLAY (NOVICE)
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the force save DC of powers that require a Wisdom or Charisma saving throw.

RENDCASTING STITCHING MK I
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the tech save DC of powers that require a Wisdom or Charisma saving throw.

RENDCASTING STITCHING MK II
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING STITCHING MK III
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING STITCHING MK IV
Item modification (clothing), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

SILVER-TONGUED PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Deception increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

SILVER-TONGUED PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Deception increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

SILVER-TONGUED PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Deception increases by five steps (to high mastery or from trained to grand mastery).

SILVER-TONGUED PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Deception.

SILVER-TONGUED PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Deception increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

SILVER-TONGUED PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Deception increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

STEALTHY PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Stealth increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

STEALTHY PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Stealth increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

STEALTHY PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Stealth increases by five steps (to high mastery or from trained to grand mastery).

STEALTHY PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Stealth.

STEALTHY PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Stealth increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

STEALTHY PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Stealth increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

STITCHING AMPLIFIER MK I
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to melee tech attacks and a -1 penalty to ranged tech attacks.

STITCHING AMPLIFIER MK II
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to melee tech attacks.

STITCHING AMPLIFIER MK III
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to melee tech attacks.

STITCHING AMPLIFIER MK IV
Item modification (clothing), advanced
While using this item as your focus, you gain a +3 bonus to melee tech attacks.

STITCHING RANGEFINDER MK I
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to ranged tech attacks and a -1 penalty to melee tech attacks.

STITCHING RANGEFINDER MK II
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to ranged tech attacks.

STITCHING RANGEFINDER MK III
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to ranged tech attacks.

STITCHING RANGEFINDER MK IV
Item modification (clothing), advanced
While using this item as your focus, you gain a +3 bonus to ranged tech attacks.

STRENGTH WEAVE (BASIC)
Item modification (clothing), standard
Your level of proficiency in Strength saving throws increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

STRENGTH WEAVE (EXCEPTIONAL)
Item modification (clothing), legendary
Your level of proficiency in Strength saving throws increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

STRENGTH WEAVE (IMPROVED)
Item modification (clothing), prototype
Your level of proficiency in Strength saving throws increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

SURVIVALIST'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Survival increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

SURVIVALIST'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Survival increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

SURVIVALIST'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Survival increases by five steps (to high mastery or from trained to grand mastery).

SURVIVALIST'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Survival.

SURVIVALIST'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Survival increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

SURVIVALIST'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Survival increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

TECHIE'S PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Technology increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

TECHIE'S PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Technology increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

TECHIE'S PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Technology increases by five steps (to high mastery or from trained to grand mastery).

TECHIE'S PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Technology.

TECHIE'S PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Technology increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

TECHIE'S PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Technology increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

THREATENING PATTERN (BASIC)
Item modification (clothing), standard
Your level of proficiency in Intimidation increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

THREATENING PATTERN (CHOICE)
Item modification (clothing), advanced
Your level of proficiency in Intimidation increases by four steps (to mastery, from trained to high mastery, or from proficient to grand mastery).

THREATENING PATTERN (ELITE)
Item modification (clothing), legendary
Your level of proficiency in Intimidation increases by five steps (to high mastery or from trained to grand mastery).

THREATENING PATTERN (EXQUISITE)
Item modification (clothing), artifact
You gain grand mastery in Intimidation.

THREATENING PATTERN (FAVORED)
Item modification (clothing), prototype
Your level of proficiency in Intimidation increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

THREATENING PATTERN (FINE)
Item modification (clothing), premium
Your level of proficiency in Intimidation increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

WISDOM WEAVE (CHAMPION)
Item modification (clothing), artifact
Your level of proficiency in Wisdom saving throws increases by three steps (to expertise, from trained to mastery, from proficient to high mastery, or from expertise to grand mastery).

WISDOM WEAVE (FINE)
Item modification (clothing), premium
Your level of proficiency in Wisdom saving throws increases by one step (to trained, from trained to proficient, from proficient to expertise, from expertise to mastery, from mastery to high mastery, or from high mastery to grand mastery).

WISDOM WEAVE (SUPERIOR)
Item modification (clothing), advanced
Your level of proficiency in Wisdom saving throws increases by two steps (to proficient, from trained to expertise, from proficient to mastery, from expertise to high mastery, or from mastery to grand mastery).

WITHERCASTING INLAY (ADEPT)
Item modification (clothing), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING INLAY (APPRENTICE)
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING INLAY (JOURNEYMAN)
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING INLAY (NOVICE)
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the force save DC of powers that require a Strength or Constitution saving throw.

WITHERCASTING STITCHING MK I
Item modification (clothing), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the tech save DC of powers that require a Strength or Constitution saving throw.

WITHERCASTING STITCHING MK II
Item modification (clothing), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING STITCHING MK III
Item modification (clothing), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING STITCHING MK IV

Item modification (clothing), advanced

While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

ITEM MODIFICATIONS (FOCUS GENERATOR)

Item	Rarity
Absorbing Conductor (Novice)	Standard
Accessing Cycler (Cracked)	Standard
Bolstering Channel (Novice)	Standard
Channeling Amplifier (Training)	Standard
Channeling Rangefinder (Training)	Standard
Constitution Emitter (Basic)	Standard
Dispelling Emitter (Basic)	Standard
Duplexed Extender Channel	Standard
Elongating Emitter (Novice)	Standard
Enlarging Channel (Cracked)	Standard
Expanding Conductor (Basic)	Standard
Extending Cycler (Basic)	Standard
Fadecasting Channel (Training)	Standard
Focused Conductor	Standard
Increasing Cycler (Novice)	Standard
Inflating Conductor (Cracked)	Standard
Mitigating Channel (Novice)	Standard
Rendcasting Channel (Training)	Standard
Repelling Cycler (Cracked)	Standard
Storing Emitter (Basic)	Standard
T-Cycle Reinforcer (Basic)	Standard
Withercasting Channel (Training)	Standard
Absorbing Conductor (Apprentice)	Premium
Accessing Cycler (Chipped)	Premium
Amplifying Channel (Fighting)	Premium
Bolstering Channel (Apprentice)	Premium
Channeling Amplifier (Fighting)	Premium
Channeling Rangefinder (Fighting)	Premium
Constitution Emitter (Fine)	Premium
Dispelling Emitter (Fine)	Premium
Duplexed Extender Channel (Fine)	Premium
Elongating Emitter (Apprentice)	Premium
Enlarging Channel (Chipped)	Premium
Expanding Conductor (Fine)	Premium
Extending Cycler (Fine)	Premium
Fadecasting Channel (Fighting)	Premium
Fading Cycler (Fighting)	Premium
Forged Ferricite Fighting Channel	Premium
Increasing Cycler (Apprentice)	Premium
Inflating Conductor (Chipped)	Premium
Mitigating Channel (Apprentice)	Premium
Ranging Emitter (Fighting)	Premium
Rendcasting Channel (Fighting)	Premium
Rending Conductor (Fighting)	Premium
Repelling Cycler (Chipped)	Premium
Storing Emitter (Fine)	Premium
T-Cycle Reinforcer (Improved)	Premium
Withercasting Channel (Fighting)	Premium
Withering Channel (Fighting)	Premium
Absorbing Conductor (Journeyman)	Prototype
Accessing Cycler (Flawed)	Prototype
Bolstering Channel (Journeyman)	Prototype
Channeling Amplifier (Dueling)	Prototype
Channeling Rangefinder (Dueling)	Prototype
Constitution Emitter (Improved)	Prototype
Dispelling Emitter (Improved)	Prototype
Elongating Emitter (Journeyman)	Prototype
Enlarging Channel (Flawed)	Prototype
Expanding Conductor (Improved)	Prototype
Extending Cycler (Improved)	Prototype
Fadecasting Channel (Dueling)	Prototype
Forged Ferricite Dueling Channel	Prototype
Increasing Cycler (Journeyman)	Prototype
Inflating Conductor (Flawed)	Prototype
Mitigating Channel (Journeyman)	Prototype
Phobium Echoer (Improved)	Prototype
Rendcasting Channel (Dueling)	Prototype
Repelling Cycler (Flawed)	Prototype
Storing Emitter (Improved)	Prototype
Withercasting Channel (Dueling)	Prototype
Absorbing Conductor (Adept)	Advanced
Accessing Cycler (Regular)	Advanced
Amplifying Channel (Mastery)	Advanced
Bolstering Channel (Adept)	Advanced
Channeling Amplifier (Mastery)	Advanced
Channeling Rangefinder (Mastery)	Advanced
Constitution Emitter (Superior)	Advanced
Dispelling Emitter (Superior)	Advanced
Elongating Emitter (Adept)	Advanced
Enlarging Channel (Regular)	Advanced
Expanding Conductor (Superior)	Advanced
Extending Cycler (Superior)	Advanced
Fadecasting Channel (Mastery)	Advanced
Fading Cycler (Mastery)	Advanced
Forged Ferricite Mastery Channel	Advanced
Increasing Cycler (Adept)	Advanced
Inflating Conductor (Regular)	Advanced
Mitigating Channel (Adept)	Advanced
Phobium Echoer (Superior)	Advanced
Ranging Emitter (Mastery)	Advanced
Rendcasting Channel (Mastery)	Advanced
Rending Conductor (Mastery)	Advanced

Item	Rarity
Repelling Cycler (Regular)	Advanced
Storing Emitter (Superior)	Advanced
Withercasting Channel (Mastery)	Advanced
Withering Channel (Mastery)	Advanced
Absorbing Conductor (Master)	Legendary
Accessing Cycler (Flawless)	Legendary
Bolstering Channel (Master)	Legendary
Constitution Emitter (Exceptional)	Legendary
Dispelling Emitter (Exceptional)	Legendary
Elongating Emitter (Master)	Legendary
Enlarging Channel (Flawless)	Legendary
Expanding Conductor (Exceptional)	Legendary
Extending Cycler (Exceptional)	Legendary
Forged Ferricite Supremacy Channel	Legendary
Increasing Cycler (Master)	Legendary
Inflating Conductor (Flawless)	Legendary
Mitigating Channel (Master)	Legendary
Repelling Cycler (Flawless)	Legendary
Storing Emitter (Exceptional)	Legendary
Absorbing Conductor (Ancient)	Artifact
Accessing Cycler (Perfect)	Artifact
Amplifying Channel (Ascendancy)	Artifact
Bolstering Channel (Ancient)	Artifact
Constitution Emitter (Champion)	Artifact
Dispelling Emitter (Champion)	Artifact
Elongating Emitter (Ancient)	Artifact
Enlarging Channel (Perfect)	Artifact
Expanding Conductor (Champion)	Artifact
Extending Cycler (Champion)	Artifact
Fading Cycler (Ascendancy)	Artifact
Forged Ferricite Ascendancy Channel	Artifact
Increasing Cycler (Ancient)	Artifact
Inflating Conductor (Perfect)	Artifact
Mitigating Channel (Ancient)	Artifact
Ranging Emitter (Ascendancy)	Artifact
Rending Conductor (Ascendancy)	Artifact
Repelling Cycler (Perfect)	Artifact
Storing Emitter (Champion)	Artifact
Withering Channel (Ascendancy)	Artifact

ABSORBING CONDUCTOR (ADEPT)
Item modification *(focus generator), advanced*
This item gains the absorbing 8 property. If it already has the absorbing property, its absorbing number increases by 8, to a maximum of 12.

ABSORBING CONDUCTOR (ANCIENT)
Item modification *(focus generator), artifact*
This item gains the absorbing 12 property. If it already has the absorbing property, its absorbing number increases to 12.

ABSORBING CONDUCTOR (APPRENTICE)
Item modification *(focus generator), premium*
This item gains the absorbing 4 property. If it already has the absorbing property, its absorbing number increases by 4, to a maximum of 12.

ABSORBING CONDUCTOR (JOURNEYMAN)
Item modification *(focus generator), prototype*
This item gains the absorbing 6 property. If it already has the absorbing property, its absorbing number increases by 6, to a maximum of 12.

ABSORBING CONDUCTOR (MASTER)
Item modification *(focus generator), legendary*
This item gains the absorbing 10 property. If it already has the absorbing property, its absorbing number increases by 10, to a maximum of 12.

ABSORBING CONDUCTOR (NOVICE)
Item modification *(focus generator), standard*
This item gains the absorbing 2 property. If it already has the absorbing property, its absorbing number increases by 2, to a maximum of 12.

ACCESSING CYCLER (CHIPPED)
Item modification *(focus generator), premium*
This item gains the accessing 2 property. If it already has the accessing property, its accessing number increases by 2, to a maximum of 6.

ACCESSING CYCLER (CRACKED)
Item modification *(focus generator), standard*
This item gains the accessing 1 property. If it already has the accessing property, its accessing number increases by 1, to a maximum of 6.

ACCESSING CYCLER (FLAWED)
Item modification *(focus generator), prototype*
This item gains the accessing 3 property. If it already has the accessing property, its accessing number increases by 3, to a maximum of 6.

ACCESSING CYCLER (FLAWLESS)
Item modification *(focus generator), legendary*
This item gains the accessing 5 property. If it already has the accessing property, its accessing number increases by 5, to a maximum of 6.

ACCESSING CYCLER (PERFECT)
Item modification *(focus generator), artifact*
This item gains the accessing 6 property. If it already has the accessing property, its accessing number increases to 6.

ACCESSING CYCLER (REGULAR)
Item modification (focus generator), advanced
This item gains the accessing 4 property. If it already has the accessing property, its accessing number increases by 4, to a maximum of 6.

AMPLIFYING CHANNEL (ASCENDANCY)
Item modification (focus generator), artifact
This item gains the amplifying 3 property. If it already has the amplifying property, its amplifying number increases to 3.

AMPLIFYING CHANNEL (FIGHTING)
Item modification (focus generator), premium
This item gains the amplifying 1 property. If it already has the amplifying property, its amplifying number increases by 1, to a maximum of 3.

AMPLIFYING CHANNEL (MASTERY)
Item modification (focus generator), advanced
This item gains the amplifying 2 property. If it already has the amplifying property, its amplifying number increases by 2, to a maximum of 3.

BOLSTERING CHANNEL (ADEPT)
Item modification (focus generator), advanced
This item gains the bolstering 8 property. If it already has the bolstering property, its bolstering number increases by 8, to a maximum of 12.

BOLSTERING CHANNEL (ANCIENT)
Item modification (focus generator), artifact
This item gains the bolstering 12 property. If it already has the bolstering property, its bolstering number increases to 12.

BOLSTERING CHANNEL (APPRENTICE)
Item modification (focus generator), premium
This item gains the bolstering 4 property. If it already has the bolstering property, its bolstering number increases by 4, to a maximum of 12.

BOLSTERING CHANNEL (JOURNEYMAN)
Item modification (focus generator), prototype
This item gains the bolstering 6 property. If it already has the bolstering property, its bolstering number increases by 6, to a maximum of 12.

BOLSTERING CHANNEL (MASTER)
Item modification (focus generator), legendary
This item gains the bolstering 10 property. If it already has the bolstering property, its bolstering number increases by 10, to a maximum of 12.

BOLSTERING CHANNEL (NOVICE)
Item modification (focus generator), standard
This item gains the bolstering 2 property. If it already has the bolstering property, its bolstering number increases by 2, to a maximum of 12.

CHANNELING AMPLIFIER (DUELING)
Item modification (focus generator), prototype
While using this item as your focus, you gain a +2 bonus to melee force attacks.

CHANNELING AMPLIFIER (FIGHTING)
Item modification (focus generator), premium
While using this item as your focus, you gain a +1 bonus to melee force attacks.

CHANNELING AMPLIFIER (MASTERY)
Item modification (focus generator), advanced
While using this item as your focus, you gain a +3 bonus to melee force attacks.

CHANNELING AMPLIFIER (TRAINING)
Item modification (focus generator), standard
While using this item as your focus, you gain a +1 bonus to melee force attacks and a -1 penalty to ranged force attacks.

CHANNELING RANGEFINDER (DUELING)
Item modification (focus generator), prototype
While using this item as your focus, you gain a +2 bonus to ranged force attacks.

CHANNELING RANGEFINDER (FIGHTING)
Item modification (focus generator), premium
While using this item as your focus, you gain a +1 bonus to ranged force attacks.

CHANNELING RANGEFINDER (MASTERY)
Item modification (focus generator), advanced
While using this item as your focus, you gain a +3 bonus to ranged force attacks.

CHANNELING RANGEFINDER (TRAINING)
Item modification (focus generator), standard
While using this item as your focus, you gain a +1 bonus to ranged force attacks and a -1 penalty to melee force attacks.

CONSTITUTION EMITTER (BASIC)
Item modification (focus generator), standard
This item's constitution number is reduced by one step (from 21 to 19, 19 to 17, 17 to 15, 15 to 13, or 13 to 11). If the constitution number is 11, this modification removes the constitution property from it entirely.

CONSTITUTION EMITTER (CHAMPION)
Item modification (focus generator), artifact
This item loses the constitution property.

CONSTITUTION EMITTER (EXCEPTIONAL)
Item modification (focus generator), legendary
This item's constitution number is reduced by five steps (from 21 to 11). If the constitution number is 19 or lower, this modification removes the constitution property from it entirely.

CONSTITUTION EMITTER (FINE)
Item modification (focus generator), premium
This item's constitution number is reduced by two steps (from 21 to 17, 19 to 15, 17 to 13, or 15 to 11). If the constitution number is 13 or lower, this modification removes the constitution property from it entirely.

CONSTITUTION EMITTER (IMPROVED)
Item modification (focus generator), prototype
This item's constitution number is reduced by three steps (from 21 to 15, 19 to 13, or 17 to 11). If the constitution number is 15 or lower, this modification removes the constitution property from it entirely.

CONSTITUTION EMITTER (SUPERIOR)
Item modification (focus generator), advanced
This item's constitution number is reduced by four steps (from 21 to 13 or 19 to 11). If the constitution number is 17 or lower, this modification removes the constitution property from it entirely.

DISPELLING EMITTER (BASIC)
Item modification (focus generator), standard
This item gains the dispelling 1 property. If it already has the dispelling property, its dispelling number increases by 1, to a maximum of 6.

DISPELLING EMITTER (CHAMPION)
Item modification (focus generator), artifact
This item gains the dispelling 6 property. If it already has the dispelling property, its dispelling number increases to 6.

DISPELLING EMITTER (EXCEPTIONAL)
Item modification (focus generator), legendary
This item gains the dispelling 5 property. If it already has the dispelling property, its dispelling number increases by 5, to a maximum of 6.

DISPELLING EMITTER (FINE)
Item modification (focus generator), premium
This item gains the dispelling 2 property. If it already has the dispelling property, its dispelling number increases by 2, to a maximum of 6.

DISPELLING EMITTER (IMPROVED)
Item modification (focus generator), prototype
This item gains the dispelling 3 property. If it already has the dispelling property, its dispelling number increases by 3, to a maximum of 6.

DISPELLING EMITTER (SUPERIOR)
Item modification (focus generator), advanced
This item gains the dispelling 4 property. If it already has the dispelling property, its dispelling number increases by 4, to a maximum of 6.

DUPLEXED EXTENDER CHANNEL
Item modification (focus generator), standard
When you cast a force power through this focus generator that has a range of 5 feet or greater, you can increase the range of that force power by 10 feet.

DUPLEXED EXTENDER CHANNEL (FINE)
Item modification (focus generator), premium
When you cast a force power through this focus generator that has a range of 5 feet or greater, you can increase the range of that force power by 20 feet.

ELONGATING EMITTER (ADEPT)
Item modification (focus generator), advanced
This item gains the elongating 20 property. If it already has the elongating property, its elongating number increases by 20, to a maximum of 30.

ELONGATING EMITTER (ANCIENT)
Item modification (focus generator), artifact
This item gains the elongating 30 property. If it already has the elongating property, its elongating number increases to 30.

ELONGATING EMITTER (APPRENTICE)
Item modification (focus generator), premium
This item gains the elongating 10 property. If it already has the elongating property, its elongating number increases by 10, to a maximum of 30.

ELONGATING EMITTER (JOURNEYMAN)
Item modification (focus generator), prototype
This item gains the elongating 15 property. If it already has the elongating property, its elongating number increases by 15, to a maximum of 30.

ELONGATING EMITTER (MASTER)
Item modification (focus generator), legendary
This item gains the elongating 25 property. If it already has the elongating property, its elongating number increases by 25, to a maximum of 30.

ELONGATING EMITTER (NOVICE)
Item modification (focus generator), standard
This item gains the elongating 5 property. If it already has the elongating property, its elongating number increases by 5, to a maximum of 30.

ENLARGING CHANNEL (CHIPPED)
Item modification (focus generator), premium
This item gains the enlarging 10 property. If it already has the enlarging property, its enlarging number increases by 10, to a maximum of 30.

ENLARGING CHANNEL (CRACKED)
Item modification (focus generator), standard
This item gains the enlarging 5 property. If it already has the enlarging property, its enlarging number increases by 5, to a maximum of 30.

ENLARGING CHANNEL (FLAWED)
Item modification (focus generator), prototype
This item gains the enlarging 15 property. If it already has the enlarging property, its enlarging number increases by 15, to a maximum of 30.

ENLARGING CHANNEL (FLAWLESS)
Item modification (focus generator), legendary
This item gains the enlarging 25 property. If it already has the enlarging property, its enlarging number increases by 25, to a maximum of 30.

ENLARGING CHANNEL (PERFECT)
Item modification (focus generator), artifact
This item gains the enlarging 30 property. If it already has the enlarging property, its enlarging number increases to 30.

ENLARGING CHANNEL (REGULAR)
Item modification (focus generator), advanced
This item gains the enlarging 20 property. If it already has the enlarging property, its enlarging number increases by 20, to a maximum of 30.

EXPANDING CONDUCTOR (BASIC)
Item modification (focus generator), standard
This item gains the expanding 5 property. If it already has the expanding property, its expanding number increases by 5, to a maximum of 30.

EXPANDING CONDUCTOR (CHAMPION)
Item modification (focus generator), artifact
This item gains the expanding 30 property. If it already has the expanding property, its expanding number increases to 30.

EXPANDING CONDUCTOR (EXCEPTIONAL)
Item modification (focus generator), legendary
This item gains the expanding 25 property. If it already has the expanding property, its expanding number increases by 25, to a maximum of 30.

EXPANDING CONDUCTOR (FINE)
Item modification (focus generator), premium
This item gains the expanding 10 property. If it already has the expanding property, its expanding number increases by 10, to a maximum of 30.

EXPANDING CONDUCTOR (IMPROVED)
Item modification (focus generator), prototype
This item gains the expanding 15 property. If it already has the expanding property, its expanding number increases by 15, to a maximum of 30.

EXPANDING CONDUCTOR (SUPERIOR)
Item modification (focus generator), advanced
This item gains the expanding 20 property. If it already has the expanding property, its expanding number increases by 20, to a maximum of 30.

EXTENDING CYCLER (BASIC)
Item modification (focus generator), standard
This item gains the extending 5 property. If it already has the extending property, its extending number increases by 5, to a maximum of 30.

EXTENDING CYCLER (CHAMPION)
Item modification (focus generator), artifact
This item gains the extending 30 property. If it already has the extending property, its extending number increases to 30.

EXTENDING CYCLER (EXCEPTIONAL)
Item modification (focus generator), legendary
This item gains the extending 25 property. If it already has the extending property, its extending number increases by 25, to a maximum of 30.

EXTENDING CYCLER (FINE)
Item modification (focus generator), premium
This item gains the extending 10 property. If it already has the extending property, its extending number increases by 10, to a maximum of 30.

EXTENDING CYCLER (IMPROVED)
Item modification (focus generator), prototype
This item gains the extending 15 property. If it already has the extending property, its extending number increases by 15, to a maximum of 30.

EXTENDING CYCLER (SUPERIOR)
Item modification (focus generator), advanced
This item gains the extending 20 property. If it already has the extending property, its extending number increases by 20, to a maximum of 30.

FADECASTING CHANNEL (DUELING)
Item modification (focus generator), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING CHANNEL (FIGHTING)
Item modification (focus generator), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING CHANNEL (MASTERY)
Item modification (focus generator), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING CHANNEL (TRAINING)
Item modification (focus generator), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the force save DC of powers that require a Dexterity or Intelligence saving throw.

FADING CYCLER (ASCENDANCY)
Item modification (focus generator), artifact
This item gains the fading 3 property. If it already has the fading property, its fading number increases to 3.

FADING CYCLER (FIGHTING)
Item modification (focus generator), premium
This item gains the fading 1 property. If it already has the fading property, its fading number increases by 1, to a maximum of 3.

FADING CYCLER (MASTERY)
Item modification (focus generator), advanced
This item gains the fading 2 property. If it already has the fading property, its fading number increases by 2, to a maximum of 3.

FOCUSED CONDUCTOR
Item modification (focus generator), standard
This item gains the focused property.

FORGED FERRICITE ASCENDANCY CHANNEL
Item modification (focus generator), artifact
When you cast a force power of 1st-level or higher that deals damage, you can increase the damage by two and a half times (rounded down) the number of force points spent.

FORGED FERRICITE DUELING CHANNEL
Item modification (focus generator), prototype
When you cast a force power of 1st-level or higher that deals damage, you can increase the damage by the number of force points spent.

FORGED FERRICITE FIGHTING CHANNEL
Item modification (focus generator), premium
When you cast a force power of 1st-level or higher that deals damage, you can increase the damage by half (rounded down) the number of force points spent.

FORGED FERRICITE MASTERY CHANNEL
Item modification (focus generator), advanced
When you cast a force power of 1st-level or higher that deals damage, you can increase the damage by one and a half times (rounded down) the number of force points spent.

FORGED FERRICITE SUPREMACY CHANNEL
Item modification (focus generator), legendary
When you cast a force power of 1st-level or higher that deals damage, you can increase the damage by twice the number of force points spent.

INCREASING CYCLER (ADEPT)
Item modification (focus generator), advanced
This item gains the increasing 40 property. If it already has the increasing property, its increasing number increases by 40, to a maximum of 60.

INCREASING CYCLER (ANCIENT)
Item modification (focus generator), artifact
This item gains the increasing 60 property. If it already has the increasing property, its increasing number increases to 60.

INCREASING CYCLER (APPRENTICE)
Item modification (focus generator), premium
This item gains the increasing 20 property. If it already has the increasing property, its increasing number increases by 20, to a maximum of 60.

INCREASING CYCLER (JOURNEYMAN)
Item modification (focus generator), prototype
This item gains the increasing 30 property. If it already has the increasing property, its increasing number increases by 30, to a maximum of 60.

INCREASING CYCLER (MASTER)
Item modification (focus generator), legendary
This item gains the increasing 50 property. If it already has the increasing property, its increasing number increases by 50, to a maximum of 60.

INCREASING CYCLER (NOVICE)
Item modification (focus generator), standard
This item gains the increasing 10 property. If it already has the increasing property, its increasing number increases by 10, to a maximum of 60.

INFLATING CONDUCTOR (CHIPPED)
Item modification (focus generator), premium
This item gains the inflating 10 property. If it already has the inflating property, its inflating number increases by 10, to a maximum of 30.

INFLATING CONDUCTOR (CRACKED)
Item modification (focus generator), standard
This item gains the inflating 5 property. If it already has the inflating property, its inflating number increases by 5, to a maximum of 30.

INFLATING CONDUCTOR (FLAWED)
Item modification (focus generator), prototype
This item gains the inflating 15 property. If it already has the inflating property, its inflating number increases by 15, to a maximum of 30.

INFLATING CONDUCTOR (FLAWLESS)
Item modification (focus generator), legendary
This item gains the inflating 25 property. If it already has the inflating property, its inflating number increases by 25, to a maximum of 30.

INFLATING CONDUCTOR (PERFECT)
Item modification (focus generator), artifact
This item gains the inflating 30 property. If it already has the inflating property, its inflating number increases to 30.

INFLATING CONDUCTOR (REGULAR)
Item modification (focus generator), advanced
This item gains the inflating 20 property. If it already has the inflating property, its inflating number increases by 20, to a maximum of 30.

MITIGATING CHANNEL (ADEPT)
Item modification (focus generator), advanced
This item gains the mitigating 4 property. If it already has the mitigating property, its mitigating number increases by 4, to a maximum of 6.

MITIGATING CHANNEL (ANCIENT)
Item modification (focus generator), artifact
This item gains the mitigating 6 property. If it already has the mitigating property, its mitigating number increases to 6.

MITIGATING CHANNEL (APPRENTICE)
Item modification (focus generator), premium
This item gains the mitigating 2 property. If it already has the mitigating property, its mitigating number increases by 2, to a maximum of 6.

MITIGATING CHANNEL (JOURNEYMAN)
Item modification (focus generator), prototype
This item gains the mitigating 3 property. If it already has the mitigating property, its mitigating number increases by 3, to a maximum of 6.

MITIGATING CHANNEL (MASTER)
Item modification (focus generator), legendary
This item gains the mitigating 5 property. If it already has the mitigating property, its mitigating number increases by 5, to a maximum of 6.

MITIGATING CHANNEL (NOVICE)
Item modification (focus generator), standard
This item gains the mitigating 1 property. If it already has the mitigating property, its mitigating number increases by 1, to a maximum of 6.

PHOBIUM ECHOER (IMPROVED)
Item modification (focus generator), prototype
When you cast a force power that affects an area in a radius or a cube, you can increase the radius or length of the cube by 5 feet.

PHOBIUM ECHOER (SUPERIOR)
Item modification (focus generator), advanced
When you cast a force power that affects an area in a radius or a cube, you can increase the radius or length of the cube by 10 feet.

RANGING EMITTER (ASCENDANCY)
Item modification (focus generator), artifact
This item gains the ranging 3 property. If it already has the ranging property, its ranging number increases to 3.

RANGING EMITTER (FIGHTING)
Item modification (focus generator), premium
This item gains the ranging 1 property. If it already has the ranging property, its ranging number increases by 1, to a maximum of 3.

RANGING EMITTER (MASTERY)
Item modification (focus generator), advanced
This item gains the ranging 2 property. If it already has the ranging property, its ranging number increases by 2, to a maximum of 3.

RENDCASTING CHANNEL (DUELING)
Item modification (focus generator), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING CHANNEL (FIGHTING)
Item modification (focus generator), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING CHANNEL (MASTERY)
Item modification (focus generator), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING CHANNEL (TRAINING)
Item modification (focus generator), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the force save DC of powers that require a Wisdom or Charisma saving throw.

RENDING CONDUCTOR (ASCENDANCY)
Item modification (focus generator), artifact
This item gains the rending 3 property. If it already has the rending property, its rending number increases to 3.

RENDING CONDUCTOR (FIGHTING)
Item modification (focus generator), premium
This item gains the rending 1 property. If it already has the rending property, its rending number increases by 1, to a maximum of 3.

RENDING CONDUCTOR (MASTERY)
Item modification (focus generator), advanced
This item gains the rending 2 property. If it already has the rending property, its rending number increases by 2, to a maximum of 3.

REPELLING CYCLER (CHIPPED)
Item modification (focus generator), premium
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + your proficiency bonus + your casting modifier for that power, whichever is greater.

REPELLING CYCLER (CRACKED)
Item modification (focus generator), standard
This item gains the repelling property.

REPELLING CYCLER (FLAWED)
Item modification (focus generator), prototype
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + twice your proficiency bonus + your casting modifier for that power, whichever is greater.

REPELLING CYCLER (FLAWLESS)
Item modification (focus generator), legendary
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + twice your proficiency bonus + your casting modifier for that power, whichever is greater. Additionally, creatures always have disadvantage on ability checks to dispel or interrupt your powers, and when a creatures make an ability check to dispel or interrupt your powers with disadvantage, they must reroll one of the dice once (your choice).

REPELLING CYCLER (PERFECT)
Item modification (focus generator), artifact
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + twice your proficiency bonus + your casting modifier for that power, whichever is greater. Additionally, creatures always have disadvantage on ability checks to dispel or interrupt your powers, and when a creatures make an ability check to dispel or interrupt your powers with disadvantage, they must reroll each of the dice once (at your discretion).

REPELLING CYCLER (REGULAR)
Item modification (focus generator), advanced
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + twice your proficiency bonus + your casting modifier for that power, whichever is greater. Additionally, creatures always have disadvantage on ability checks to dispel or interrupt your powers.

STORING EMITTER (BASIC)
Item modification (focus generator), standard
This item gains the storing 1 property. If it already has the storing property, its storing number increases by 1, to a maximum of 6.

STORING EMITTER (CHAMPION)
Item modification (focus generator), artifact
This item gains the storing 6 property. If it already has the storing property, its storing number increases to 6.

STORING EMITTER (EXCEPTIONAL)
Item modification (focus generator), legendary
This item gains the storing 5 property. If it already has the storing property, its storing number increases by 5, to a maximum of 6.

STORING EMITTER (FINE)
Item modification (focus generator), premium
This item gains the storing 2 property. If it already has the storing property, its storing number increases by 2, to a maximum of 6.

STORING EMITTER (IMPROVED)
Item modification (focus generator), prototype
This item gains the storing 3 property. If it already has the storing property, its storing number increases by 3, to a maximum of 6.

STORING EMITTER (SUPERIOR)
Item modification (focus generator), advanced
This item gains the storing 4 property. If it already has the storing property, its storing number increases by 4, to a maximum of 6.

T-CYCLE REINFORCER (BASIC)
Item modification (focus generator), standard
When you cast a force power that pushes or pulls a creature, you can increase the distance pushed or pulled by 5 feet.

T-CYCLE REINFORCER (IMPROVED)
Item modification (focus generator), premium
When you cast a force power that pushes or pulls a creature, you can increase the distance pushed or pulled by 10 feet.

WITHERCASTING CHANNEL (DUELING)
Item modification (focus generator), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING CHANNEL (FIGHTING)
Item modification (focus generator), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING CHANNEL (MASTERY)
Item modification (focus generator), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING CHANNEL (TRAINING)
Item modification (focus generator), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the force save DC of powers that require a Strength or Constitution saving throw.

WITHERING CHANNEL (ASCENDANCY)
Item modification (focus generator), artifact
This item gains the withering 3 property. If it already has the withering property, its withering number increases to 3.

WITHERING CHANNEL (FIGHTING)
Item modification (focus generator), premium
This item gains the withering 1 property. If it already has the withering property, its withering number increases by 1, to a maximum of 3.

WITHERING CHANNEL (MASTERY)
Item modification (focus generator), advanced
This item gains the withering 2 property. If it already has the withering property, its withering number increases by 2, to a maximum of 3.

ITEM MODIFICATIONS (LIGHTWEAPON)

Item	Rarity
Adegan Crystal (Cracked)	Standard
Biometric Safety Measures	Standard
Biting Crystal (Novice)	Standard
Bright Crystal (Novice)	Standard
Burning Cell	Standard
Collapsible Hilt	Standard
Corruption Crystal (Novice)	Standard
Crystalizing Amplifier (Training)	Standard
Crystalizing Rangefinder (Training)	Standard
Disarming Cell	Standard
Disguised Hilt	Standard
Fadecasting Crystal (Training)	Standard
Gloom Cell	Standard
Magnetic-Lock Grip	Standard
Ossus Training Lens	Standard
Rendcasting Crystal (Training)	Standard
Returning Weapon Hilt	Standard
Stabilizer Training Cell	Standard
Throwing Weapon Hilt (Basic)	Standard
Withercasting Crystal (Training)	Standard
Wrist Mount Hilt	Standard
Adegan Crystal (Chipped)	Premium
Biting Crystal (Apprentice)	Premium
Bright Crystal (Apprentice)	Premium
Brutal Cell	Premium
Comfortable Handle	Premium
Corruption Crystal (Apprentice)	Premium
Crossguard Hilt	Premium
Crystalizing Amplifier (Fighting)	Premium
Crystalizing Rangefinder (Fighting)	Premium
Dire Fighting Hilt	Premium
Disruption Cell	Premium
Fadecasting Crystal (Fighting)	Premium
Heavy Cell	Premium
Helisaber Attachment	Premium
Hilt Blaster	Premium
Light Cell	Premium
Ossus Fighting Lens	Premium
Piercing Cell	Premium
Rendcasting Crystal (Fighting)	Premium
Stabilizer Fighting Cell	Premium
Throwing Weapon Hilt (Fine)	Premium
Ventilation Stabilizer	Premium
Versatile Handle	Premium
Vicious Fighting Hilt	Premium
Withercasting Crystal (Fighting)	Premium

Item	Rarity
Adegan Crystal (Flawed)	Prototype
Biting Crystal (Journeyman)	Prototype
Bright Crystal (Journeyman)	Prototype
Corruption Crystal (Journeyman)	Prototype
Crystalizing Amplifier (Dueling)	Prototype
Crystalizing Rangefinder (Dueling)	Prototype
Damind Crystal (Flawed)	Prototype
Fadecasting Crystal (Dueling)	Prototype
Ossus Dueling Lens	Prototype
Rendcasting Crystal (Dueling)	Prototype
Stabilizier Dueling Cell	Prototype
Throwing Weapon Hilt (Improved)	Prototype
Withercasting Crystal (Dueling)	Prototype
Adegan Crystal (Regular)	Advanced
Biting Crystal (Adept)	Advanced
Bright Crystal (Adept)	Advanced
Brutal Cell (Deadly)	Advanced
Corruption Crystal (Adept)	Advanced
Crossguard Hilt (Superior)	Advanced
Crystalizing Amplifier (Mastery)	Advanced
Crystalizing Rangefinder (Mastery)	Advanced
Damind Crystal (Regular)	Advanced
Dire Mastery Hilt	Advanced
Double Hilt	Advanced
Extended Beam	Advanced
Fadecasting Crystal (Mastery)	Advanced
Keen Beam (Deadly)	Advanced
Ossus Mastery Lens	Advanced
Piercing Cell (Deadly)	Advanced
Rendcasting Crystal (Mastery)	Advanced
Stabilizer Mastery Cell	Advanced
Throwing Weapon Hilt (Superior)	Advanced
Versatile Handle (Superior)	Advanced
Vicious Mastery Hilt	Advanced
Withercasting Crystal (Mastery)	Advanced
Biting Crystal (Master)	Legendary
Bright Crystal (Master)	Legendary
Corruption Crystal (Master)	Legendary
Damind Crystal (Flawless)	Legendary
Lightweight Stabilizer Frame	Legendary
Stabilizer Supremacy Cell	Legendary
Throwing Weapon Hilt (Exceptional)	Legendary
Biting Crystal (Ancient)	Artifact
Bright Crystal (Ancient)	Artifact
Brutal Cell (Devastating)	Artifact
Corruption Crystal (Ancient)	Artifact

Item	Rarity
Crossguard Hilt (Champion)	Artifact
Damind Crystal (Perfect)	Artifact
Dire Ascendancy Hilt	Artifact
Keen Beam (Devastating)	Artifact
Piercing Cell (Devastating)	Artifact
Stabilizer Ascendancy Cell	Artifact
Versatile Handle (Champion)	Artifact
Vicious Ascendancy Hilt	Artifact
Throwing Weapon Hilt (Champion)	Artifact

ADEGAN CRYSTAL (CHIPPED)
Item modification (lightweapon), premium
You gain a +1 bonus to damage rolls made with this weapon.

ADEGAN CRYSTAL (CRACKED)
Item modification (lightweapon), standard
You gain a +1 bonus to damage rolls and a -1 penalty to attack rolls made with this weapon.

ADEGAN CRYSTAL (FLAWED)
Item modification (lightweapon), prototype
You gain a +2 bonus to damage rolls made with this weapon.

ADEGAN CRYSTAL (REGULAR)
Item modification (lightweapon), advanced
You gain a +3 bonus to damage rolls made with this weapon.

BIOMETRIC SAFETY MEASURES
Item modification (lightweapon), standard
A security system is installed into the hilt of your lightweapon. When a creature other than you attempts to activate your lightweapon, the activation fails. Additionally, the creature attempting to activate it must make a DC 13 Constitution saving throw. On a failed save, a creature takes 1d10 lightning damage and is shocked until the end of its next turn. On a successful save the creature takes half damage and isn't shocked. On a success or failure, the creature then drops the weapon.

BITING CRYSTAL (ADEPT)
Item modification (lightweapon), advanced
This weapon gains the biting 16 property. If it already has the biting property, its biting number increases by 4, to a maximum of 18.

BITING CRYSTAL (ANCIENT)
Item modification (lightweapon), artifact
This weapon gains the biting 18 property. If it already has the biting property, its biting number increases to 18.

BITING CRYSTAL (APPRENTICE)
Item modification (lightweapon), premium
This weapon gains the biting 14 property. If it already has the biting property, its biting number increases by 2, to a maximum of 18.

BITING CRYSTAL (JOURNEYMAN)
Item modification (lightweapon), prototype
This weapon gains the biting 15 property. If it already has the biting property, its biting number increases by 3, to a maximum of 18.

BITING CRYSTAL (MASTER)
Item modification (lightweapon), legendary
This weapon gains the biting 17 property. If it already has the biting property, its biting number increases by 5, to a maximum of 18.

BITING CRYSTAL (NOVICE)
Item modification (Lightweapon), standard
This weapon gains the biting 13 property. If it already has the biting property, its biting number increases by 1, to a maximum of 18.

BRIGHT CRYSTAL (ADEPT)
Item modification (lightweapon), advanced
This weapon gains the bright 16 property. If it already has the bright property, its bright number increases by 4, to a maximum of 18.

BRIGHT CRYSTAL (ANCIENT)
Item modification (lightweapon), artifact
This weapon gains the bright 18 property. If it already has the bright property, its bright number increases to 18.

BRIGHT CRYSTAL (APPRENTICE)
Item modification (lightweapon), premium
This weapon gains the bright 14 property. If it already has the bright property, its bright number increases by 2, to a maximum of 18.

BRIGHT CRYSTAL (JOURNEYMAN)
Item modification (lightweapon), prototype
This weapon gains the bright 15 property. If it already has the bright property, its bright number increases by 3, to a maximum of 18.

BRIGHT CRYSTAL (MASTER)
Item modification (lightweapon), legendary
This weapon gains the bright 17 property. If it already has the bright property, its bright number increases by 5, to a maximum of 18.

BRIGHT CRYSTAL (NOVICE)
Item modification (Lightweapon), standard
This weapon gains the bright 13 property. If it already has the bright property, its bright number increases by 1, to a maximum of 18.

BRUTAL CELL
Item modification (lightweapon), premium
This weapon gains the brutal 1 property. If it already has the brutal property, its brutal number increases by 1, to a maximum of 3.

BRUTAL CELL (DEVASTATING)
Item modification (lightweapon), artifact
This weapon gains the brutal 3 property. If it already has the brutal property, its brutal number increases to 3.

BRUTAL CELL (DEADLY)
Item modification (lightweapon), advanceed
This weapon gains the brutal 2 property. If it already has the brutal property, its brutal number increases by 2, to a maximum of 3.

BURNING CELL
Item modification (lightweapon), standard
When you score a critical hit with this weapon, you have advantage on the next attack roll you make against that creature before the end of your next turn.

COLLAPSIBLE HILT
Item modification (lightweapon), standard
This weapon gains the hidden property.

COMFORTABLE HANDLE
Item modification (lightweapon), premium
Prerequisite: *Lacks dexterity, two-handed, or versatile property*
This weapon gains the finesse property.

CORRUPTION CRYSTAL (ADEPT)
Item modification (lightweapon), advanced
This weapon gains the corruption 16 property. If it already has the corruption property, its corruption number increases by 4, to a maximum of 18.

CORRUPTION CRYSTAL (ANCIENT)
Item modification (lightweapon), artifact
This weapon gains the corruption 18 property. If it already has the corruption property, its corruption number increases to 18.

CORRUPTION CRYSTAL (APPRENTICE)
Item modification (lightweapon), premium
This weapon gains the corruption 14 property. If it already has the corruption property, its corruption number increases by 2, to a maximum of 18.

CORRUPTION CRYSTAL (JOURNEYMAN)
Item modification (lightweapon), prototype
This weapon gains the corruption 15 property. If it already has the corruption property, its corruption number increases by 3, to a maximum of 18.

CORRUPTION CRYSTAL (MASTER)
Item modification (lightweapon), legendary
This weapon gains the corruption 17 property. If it already has the corruption property, its corruption number increases by 5, to a maximum of 18.

CORRUPTION CRYSTAL (NOVICE)
Item modification (Lightweapon), standard
This weapon gains the corruption 13 property. If it already has the corruption property, its corruption number increases by 1, to a maximum of 18.

CROSSGUARD HILT
Item modification (lightweapon), premium
This weapon gains the defensive 1 property. If it already has the defensive property, its defensive number increases by 1, to a maximum of 3.

CROSSGUARD HILT (CHAMPION)
Item modification (lightweapon), artifact
This weapon gains the defensive 3 property. If it already has the defensive property, its defensive number increases to 3.

CROSSGUARD HILT (SUPERIOR)
Item modification (lightweapon), advanced
This weapon gains the defensive 2 property. If it already has the defensive property, its defensive number increases by 2, to a maximum of 3.

CRYSTALIZING AMPLIFIER (DUELING)
Item modification (lightweapon), prototype
While using this item as your focus, you gain a +2 bonus to melee force attacks.

CRYSTALIZING AMPLIFIER (FIGHTING)
Item modification (lightweapon), premium
While using this item as your focus, you gain a +1 bonus to melee force attacks.

CRYSTALIZING AMPLIFIER (MASTERY)
Item modification (lightweapon), advanced
While using this item as your focus, you gain a +3 bonus to melee force attacks.

CRYSTALIZING AMPLIFIER (TRAINING)
Item modification (lightweapon), standard
While using this item as your focus, you gain a +1 bonus to melee force attacks and a -1 penalty to ranged force attacks.

CRYSTALIZING RANGEFINDER (DUELING)
Item modification (lightweapon), prototype
While using this item as your focus, you gain a +2 bonus to ranged force attacks.

CRYSTALIZING RANGEFINDER (FIGHTING)
Item modification (lightweapon), premium
While using this item as your focus, you gain a +1 bonus to ranged force attacks.

CRYSTALIZING RANGEFINDER (MASTERY)
Item modification (lightweapon), advanced
While using this item as your focus, you gain a +3 bonus to ranged force attacks.

CRYSTALIZING RANGEFINDER (TRAINING)
Item modification (lightweapon), standard
While using this item as your focus, you gain a +1 bonus to ranged force attacks and a -1 penalty to melee force attacks.

DAMIND CRYSTAL (FLAWED)
Item modification (lightweapon), prototype
When you deal damage with this weapon, you can roll a d4 and add the result to the total.

DAMIND CRYSTAL (FLAWLESS)
Item modification (lightweapon), legendary
When you deal damage with this weapon, you can roll a d8 and add the result to the total.

DAMIND CRYSTAL (PERFECT)
Item modification (lightweapon), artifact
When you deal damage with this weapon, you can roll a d10 and add the result to the total.

DAMIND CRYSTAL (REGULAR)
Item modification (lightweapon), advanced
When you deal damage with this weapon, you can roll a d6 and add the result to the total.

DIRE ASCENDANCY HILT
Item modification (lightweapon), artifact
This weapon gains the dire 3 property. If it already has the dire property, its dire number increases to 3.

DIRE FIGHTING HILT
Item modification (lightweapon), premium
This weapon gains the dire 1 property. If it already has the dire property, its dire number increases by 1, to a maximum of 3.

DIRE MASTERY HILT
Item modification (lightweapon), advanced
This weapon gains the dire 2 property. If it already has the dire property, its dire number increases by 2, to a maximum of 3.

DISARMING CELL
Item modification (lightweapon), standard
This weapon gains the disarming property.

DISGUISED HILT
Item modification (lightweapon), standard
This weapon gains the disguised property.

DISRUPTION CELL
Item modification (lightweapon), premium
This weapon gains the disruptive property.

DOUBLE HILT
Item modification (lightweapon), advanced
Prerequisite: *Lacks two-handed or versatile property*
This weapon gains the double property, with a double damage value equal to its normal damage.

EXTENDED BEAM
Item modification (lightweapon), advanced
This weapon gains the reach property.

FADECASTING CRYSTAL (DUELING)
Item modification (lightweapon), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING CRYSTAL (FIGHTING)
Item modification (lightweapon), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING CRYSTAL (MASTERY)
Item modification (lightweapon), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING CRYSTAL (TRAINING)
Item modification (lightweapon), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the force save DC of powers that require a Dexterity or Intelligence saving throw.

GLOOM CELL
Item modification (lightweapon), standard
This weapon loses the luminous property.

HEAVY CELL
Item modification (lightweapon), premium
This weapon gains the heavy property.

HELISABER ATTACHMENT
Item modification (lightweapon), premium
Prerequisite: *Double property*
As a bonus action, you can activate the attachment. While active, you have a 30-foot flying speed, and whenever you take damage you must make a concentration check as if concentrating on a power. On a failure, you immediately fall to the ground.

HILT BLASTER
Item modification (lightweapon), premium
You convert this weapon's hilt into a small blaster. The blaster is a ranged weapon with the range 20/60 and reload 6 properties that you are proficient with, and deals 1d4 energy damage.

KEEN BEAM
Item modification (lightweapon), premium
This weapon gains the keen 1 property. If it already has the keen property, its keen number increases by 1, to a maximum of 3.

KEEN BEAM (DEADLY)
Item modification (lightweapon), advanced
This weapon gains the keen 2 property. If it already has the keen property, its keen number increases by 2, to a maximum of 3.

KEEN BEAM (DEVASTATING)
Item modification (lightweapon), artifact
This weapon gains the keen 3 property. If it already has the keen property, its keen number increases to 3.

LIGHT CELL
Item modification (lightweapon), premium
This weapon gains the light property.

LIGHTWEIGHT STABILIZER FRAME
Item modification (lightweapon), advanced
Prerequisite: *Two-handed property*
This weapon loses the two-handed property.

MAGNETIC-LOCK GRIP
Item modification (lightweapon), standard
While wielding this weapon, you have advantage on ability checks and saving throws made to disarm or avoid being disarmed.

OSSUS DUELING LENS
Item modification (lightweapon), prototype
You gain a +2 bonus to attack rolls made with this weapon.

OSSUS FIGHTING LENS
Item modification (lightweapon), premium
You gain a +1 bonus to attack rolls made with this weapon.

OSSUS MASTERY LENS
Item modification (lightweapon), advanced
You gain a +3 bonus to attack rolls made with this weapon.

OSSUS TRAINING LENS
Item modification (lightweapon), standard
You gain a +1 bonus to attack rolls and a -1 penalty to damage rolls made with this weapon.

PIERCING CELL
Item modification (lightweapon), premium
This weapon gains the piercing 1 property. If it already has the piercing property, its piercing number increases by 1, to a maximum of 3.

PIERCING CELL (DEADLY)
Item modification (lightweapon), advanced
This weapon gains the piercing 2 property. If it already has the piercing property, its piercing number increases by 2, to a maximum of 3.

PIERCING CELL (DEVASTATING)
Item modification (lightweapon), artifact
This weapon gains the piercing 3 property. If it already has the piercing property, its piercing number increases to 3.

RENDCASTING CRYSTAL (DUELING)
Item modification (lightweapon), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING CRYSTAL (FIGHTING)
Item modification (lightweapon), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING CRYSTAL (MASTERY)
Item modification (lightweapon), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING CRYSTAL (TRAINING)
Item modification (lightweapon), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the force save DC of powers that require a Wisdom or Charisma saving throw.

RETURNING WEAPON HILT
Item modification (lightweapon), standard
Prerequisite: *Thrown property*
This weapon gains the returning property.

VENTILATION STABILIZER
Item modification (lightweapon), premium
When you take the Attack action and hit a creature with this weapon, you can repeat the attack against another creature within 5 feet, no action required. Once you've used this feature, you must complete a short or long rest before you can use it again.

STABILIZER ASCENDANCY CELL
Item modification (lightweapon), artifact
This weapon loses the dexterity property.

STABILIZER DUELING CELL
Item modification (lightweapon), prototype
This weapon's dexterity number is reduced by three steps (from 21 to 15, 19 to 13, or 17 to 11). If the dexterity number is 15 or lower, this modification removes the dexterity property from it entirely.

STABILIZER FIGHTING CELL
Item modification (lightweapon), premium
This weapon's dexterity number is reduced by two steps (from 21 to 17, 19 to 15, 17 to 13, or 15 to 11). If the dexterity number is 13 or lower, this modification removes the dexterity property from it entirely.

STABILIZER MASTERY CELL
Item modification (lightweapon), advanced
This weapon's dexterity number is reduced by four steps (from 21 to 13 or 19 to 11). If the dexterity number is 17 or lower, this modification removes the dexterity property from it entirely.

STABILIZER SUPREMACY CELL
Item modification (lightweapon), legendary
This weapon's dexterity number is reduced by five steps (from 21 to 11). If the dexterity number is 19 or lower, this modification removes the dexterity property from it entirely.

STABILIZER TRAINING CELL
Item modification (lightweapon), standard
This weapon's dexterity number is reduced by one step (from 21 to 19, 19 to 17, 17 to 15, 15 to 13, or 13 to 11). If the dexterity number is 11, this modification removes the dexterity property from it entirely.

THROWING WEAPON HILT (BASIC)
Item modification (lightweapon), standard
This weapon gains thrown (10/30) property. If it already has the thrown property, the range increases by 5/15.

THROWING WEAPON HILT (CHAMPION)
Item modification (lightweapon), artifact
This weapon gains thrown (60/180) property. If it already has the thrown property, the range increases by 30/90.

THROWING WEAPON HILT (EXCEPTIONAL)
Item modification (lightweapon), legendary
This weapon gains thrown (50/150) property. If it already has the thrown property, the range increases by 25/75.

THROWING WEAPON HILT (FINE)
Item modification (lightweapon), premium
This weapon gains thrown (20/60) property. If it already has the thrown property, the range increases by 10/30.

THROWING WEAPON HILT (IMPROVED)
Item modification (lightweapon), prototype
This weapon gains thrown (30/90) property. If it already has the thrown property, the range increases by 15/45.

THROWING WEAPON HILT (SUPERIOR)
Item modification (lightweapon), advanced
This weapon gains thrown (40/120) property. If it already has the thrown property, the range increases by 20/60.

VERSATILE HANDLE
Item modification (lightweapon), premium
Prerequisite: *Lacks double or two-handed property*
This weapon gains the versatile (1d10) property. If it already has the versatile property, the versatile damage increases by one step (from 2d4 to d10, d10 to d12, from d12 to 2d6, or from 2d6 to 3d4).

VERSATILE HANDLE (SUPERIOR)
Item modification (lightweapon), advanced
Prerequisite: *Lacks double or two-handed property*
This weapon gains the versatile (1d12) property. If it already has the versatile property, the versatile damage increases by two steps (from 2d4 to d12, d10 to 2d6, from d12 to 3d4, or from 2d6 to 3d4).

VERSATILE HANDLE (CHAMPION)
Item modification (lightweapon), artifact
Prerequisite: *Lacks double or two-handed property*
This weapon gains the versatile (2d6) property. If it already has the versatile property, the versatile damage increases by three steps (from 2d4 to 2d6, d10 to 3d4, from d12 to 3d4, or from 2d6 to 3d4).

VICIOUS ASCENDANCY HILT
Item modification (lightweapon), artifact
This weapon gains the vicious 3 property. If it already has the vicious property, its vicious number increases to 3.

VICIOUS FIGHTING HILT
Item modification (lightweapon), premium
This weapon gains the vicious 1 property. If it already has the vicious property, its vicious number increases by 1, to a maximum of 3.

VICIOUS MASTERY HILT
Item modification (lightweapon), advanced
This weapon gains the vicious 2 property. If it already has the vicious property, its vicious number increases by 2, to a maximum of 3.

WITHERCASTING CRYSTAL (DUELING)
Item modification (lightweapon), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING CRYSTAL (FIGHTING)
Item modification (lightweapon), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING CRYSTAL (MASTERY)
Item modification (lightweapon), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING CRYSTAL (TRAINING)
Item modification (lightweapon), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the force save DC of powers that require a Strength or Constitution saving throw.

WRIST MOUNT HILT
Item modification (lightweapon), standard
This weapon gains the fixed property.

ITEM MODIFICATIONS (VIBROWEAPON)

Item	Rarity
Celerity Oscillator	Standard
Collapsible Frame	Standard
Compensation Oscillator	Standard
Contoured Grip (Basic)	Standard
Disarming Oscillator	Standard
Disguised Guard	Standard
Fadecasting Guard (Novice)	Standard
Fadecasting Oscillator Mk I	Standard
Flashlight Guard	Standard
Guard Amplifier (Novice)	Standard
Guard Rangefinder (Novice)	Standard
Nagai Edge (Basic)	Standard
Neuralizing Oscillator	Standard
Neutronium Edge (Minor)	Standard
Oscillating Amplifier Mk I	Standard
Oscillating Rangefinder Mk I	Standard
Rendcasting Guard (Novice)	Standard
Rendcasting Oscillator Mk I	Standard
Returning Weapon Guard	Standard
Shocking Oscillator	Standard
Sonorous Oscillator	Standard
Staggering Oscillator	Standard
Throwing Weapon Guard (Basic)	Standard
Withercasting Guard (Novice)	Standard
Withercasting Oscillator Mk I	Standard
Wrist Mount Guard	Standard
Brutal Oscillator	Premium
Compensation Oscillator (Fine)	Premium
Contoured Grip (Fine)	Premium
Defensive Guard	Premium
Dire Fighting Guard	Premium
Disruption Oscillator	Premium
Fadecasting Guard (Apprentice)	Premium
Fadecasting Oscillator Mk II	Premium
Finesse Oscillator	Premium
Guard Amplifier (Apprentice)	Premium
Guard Rangefinder (Apprentice)	Premium
Heavy Oscillator	Premium
Keen Oscillator	Premium
Light Oscillator	Premium
Monomolecular Oscillator Mk I	Premium
Neuralizing Oscillator Mk II	Premium
Neutronium Edge (Average)	Premium
Oscillating Amplifier Mk II	Premium
Oscillating Rangefinder Mk II	Premium
Pacnorval Chem Integrator	Premium
Piercing Oscillator	Premium
Rendcasting Guard (Apprentice)	Premium
Rendcasting Oscillator Mk II	Premium
Shocking Oscillator Mk II	Premium
Sonorous Oscillator Mk II	Premium
Throwing Weapon Guard (Fine)	Premium
Versatile Frame	Premium
Vicious Fighting Guard	Premium
Withercasting Guard (Apprentice)	Premium
Withercasting Oscillator Mk II	Premium
Compensation Oscillator (Improved)	Prototype
Contoured Grip (Improved)	Prototype
Electrifying Oscillator	Prototype
Fadecasting Guard (Journeyman)	Prototype
Fadecasting Oscillator Mk III	Prototype
Guard Amplifier (Journeyman)	Prototype
Guard Rangefinder (Journeyman)	Prototype
Harpoon Reel Guard	Prototype
Nagai Edge (Improved)	Prototype
Neuralizing Oscillator Mk III	Prototype
Neutronium Edge (Major)	Prototype
Oscillating Amplifier Mk III	Prototype
Oscillating Rangefinder Mk III	Prototype
Rendcasting Guard (Journeyman)	Prototype
Rendcasting Oscillator Mk III	Prototype
Serrated Edge Mk I	Prototype
Shocking Oscillator Mk III	Prototype
Sonorous Oscillator Mk III	Prototype
Throwing Weapon Guard (Improved)	Prototype
Venomous Oscillator	Prototype
Withercasting Guard (Journeyman)	Prototype
Withercasting Oscillator Mk III	Prototype
Brutal Oscillator (Deadly)	Advanced
Compensation Oscillator (Superior)	Advanced
Contoured Grip (Superior)	Advanced
Defensive Guard (Superior)	Advanced
Dire Mastery Guard	Advanced
Double Guard	Advanced
Fadecasting Guard (Adept)	Advanced
Fadecasting Oscillator Mk IV	Advanced
Guard Amplifier (Adept)	Advanced
Guard Rangefinder (Adept)	Advanced
Keen Oscillator (Deadly)	Advanced
Monomolecular Oscillator Mk II	Advanced
Neuralizing Oscillator Mk IV	Advanced
Neutronium Edge (Deadly)	Advanced

Item	Rarity
Oscillating Amplifier Mk IV	Advanced
Oscillating Rangefinder Mk IV	Advanced
Ostrine Edge (Deadly)	Advanced
Piercing Oscillator (Deadly)	Advanced
Rendcasting Guard (Adept)	Advanced
Rendcasting Oscillator Mk IV	Advanced
RZ-3 Extender Frame	Advanced
Serrated Edge Mk II	Advanced
Shocking Oscillator Mk IV	Advanced
Sonorous Oscillator Mk IV	Advanced
Throwing Weapon Guard (Superior)	Advanced
Versatile Frame (Superior)	Advanced
Vicious Mastery Guard	Advanced
Withercasting Oscillator Mk IV	Advanced
Withercasting Guard (Adept)	Advanced
Compensation Oscillator (Exceptional)	Legendary
Fiber-alloy Guard	Legendary
Nagai Edge (Exceptional)	Legendary
Neuralizing Oscillator Mk V	Legendary
Ostrine Edge (Lethal)	Legendary
Serrated Edge Mk III	Legendary
Shocking Oscillator Mk V	Legendary
Sonorous Oscillator Mk V	Legendary
Throwing Weapon Guard (Exceptional)	Legendary
Brutal Oscillator (Lethal)	Artifact
Compensation Oscillator (Champion)	Artifact
Defensive Guard (Champion)	Artifact
Dire Ascendancy Guard	Artifact
Keen Oscillator (Devastating)	Artifact
Neuralizing Oscillator Mk VI	Artifact
Ostrine Edge (Devastating)	Artifact
Piercing Oscillator (Devastating)	Artifact
Serrated Edge Mk IV	Artifact
Shocking Oscillator Mk VI	Artifact
Sonorous Oscillator Mk VI	Artifact
Throwing Weapon Guard (Champion)	Artifact
Versatile Frame (Champion)	Artifact
Vicious Ascendancy Guard	Artifact

BRUTAL OSCILLATOR
Item modification (vibroweapon), premium
This weapon gains the brutal 1 property. If it already has the brutal property, its brutal number increases by 1, to a maximum of 3.

BRUTAL OSCILLATOR (DEVASTATING)
Item modification (vibroweapon), artifact
This weapon gains the brutal 3 property. If it already has the brutal property, its brutal number increases to 3.

BRUTAL OSCILLATOR (DEADLY)
Item modification (vibroweapon), advanced
This weapon gains the brutal 2 property. If it already has the brutal property, its brutal number increases by 2, to a maximum of 3.

CELERITY OSCILLATOR
Item modification (vibroweapon), standard
Once per turn, when you deal damage with this weapon, your walking speed increases by 10 feet until the start of your next turn, and the damaged creature can't make opportunity attacks against you for the rest of your turn.

COLLAPSIBLE FRAME
Item modification (vibroweapon), standard
This weapon gains the hidden property.

COMPENSATION OSCILLATOR
Item modification (vibroweapon), standard
This weapon's dexterity number is reduced by one step (from 21 to 19, 19 to 17, 17 to 15, 15 to 13, or 13 to 11). If the dexterity number is 11, this modification removes the dexterity property from it entirely.

COMPENSATION OSCILLATOR (CHAMPION)
Item modification (vibroweapon), artifact
This weapon loses the dexterity property.

COMPENSATION OSCILLATOR (FINE)
Item modification (vibroweapon), premium
This weapon's dexterity number is reduced by two steps (from 21 to 17, 19 to 15, 17 to 13, or 15 to 11). If the dexterity number is 13 or lower, this modification removes the dexterity property from it entirely.

COMPENSATION OSCILLATOR (EXCEPTIONAL)
Item modification (vibroweapon), legendary
This weapon's dexterity number is reduced by five steps (from 21 to 11). If the dexterity number is 19 or lower, this modification removes the dexterity property from it entirely.

COMPENSATION OSCILLATOR (IMPROVED)
Item modification (vibroweapon), prototype
This weapon's dexterity number is reduced by three steps (from 21 to 15, 19 to 13, or 17 to 11). If the dexterity number is 15 or lower, this modification removes the dexterity property from it entirely.

COMPENSATION OSCILLATOR (SUPERIOR)
Item modification (vibroweapon), advanced
This weapon's dexterity number is reduced by four steps (from 21 to 13 or 19 to 11). If the dexterity number is 17 or lower, this modification removes the dexterity property from it entirely.

CONTOURED GRIP (BASIC)
Item modification (vibroweapon), standard
You gain a +1 bonus to attack rolls and a -1 penalty to damage rolls made with this weapon.

CONTOURED GRIP (FINE)
Item modification (vibroweapon), premium
You gain a +1 bonus to attack rolls made with this weapon.

CONTOURED GRIP (IMPROVED)
Item modification (vibroweapon), prototype
You gain a +2 bonus to attack rolls made with this weapon.

CONTOURED GRIP (SUPERIOR)
Item modification (vibroweapon), advanced
You gain a +3 bonus to attack rolls made with this weapon.

DEFENSIVE GUARD
Item modification (vibroweapon), premium
This weapon gains the defensive 1 property. If it already has the defensive property, its defensive number increases by 1, to a maximum of 3.

DEFENSIVE GUARD (CHAMPION)
Item modification (vibroweapon), artifact
This weapon gains the defensive 3 property. If it already has the defensive property, its defensive number increases to 3.

DEFENSIVE GUARD (SUPERIOR)
Item modification (vibroweapon), advanced
This weapon gains the defensive 2 property. If it already has the defensive property, its defensive number increases by 2, to a maximum of 3.

DIRE ASCENDANCY GUARD
Item modification (vibroweapon), artifact
This weapon gains the dire 3 property. If it already has the dire property, its dire number increases to 3.

DIRE FIGHTING GUARD
Item modification (vibroweapon), premium
This weapon gains the dire 1 property. If it already has the dire property, its dire number increases by 1, to a maximum of 3.

DIRE MASTERY GUARD
Item modification (vibroweapon), advanced
This weapon gains the dire 2 property. If it already has the dire property, its dire number increases by 2, to a maximum of 3.

DISARMING OSCILLATOR
Item modification (vibroweapon), standard
This weapon gains the disarming property.

DISGUISED GUARD
Item modification (vibroweapon), standard
This weapon gains the disguised property.

DOUBLE GUARD
Item modification (vibroweapon), advanced
Prerequisite: *Lacks two-handed or versatile property*
This weapon gains the double property, with a double damage value equal to its normal damage.

DISRUPTION OSCILLATOR
Item modification (vibroweapon), premium
This weapon gains the disruptive property.

ELECTRIFYING OSCILLATOR
Item modification (vibroweapon), prototype
When you hit with the weapon, you can create an electronic burst. Each creature in a 15-foot cone centered on the creature you hit must make a DC 15 Dexterity saving throw, taking 1d8 lightning damage on a failed save or half as much on a successful one.

Once you've used this feature, you must complete a long rest before you can use it again.

FADECASTING GUARD (ADEPT)
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING GUARD (APPRENTICE)
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING GUARD (JOURNEYMAN)
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Strength or Constitution saving throw.

FADECASTING GUARD (NOVICE)
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the force save DC of powers that require a Dexterity or Intelligence saving throw.

FADECASTING OSCILLATOR MK I
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

FADECASTING OSCILLATOR MK II
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING OSCILLATOR MK III
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING OSCILLATOR MK IV
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FIBER-ALLOY GUARD
Item modification (vibroweapon), advanced
Prerequisite: *Two-handed property*
This weapon loses the two-handed property.

FINESSE OSCILLATOR
Item modification (vibroweapon), premium
Prerequisite: *Lacks dexterity, two-handed, or versatile property*
This weapon gains the finesse property.

FLASHLIGHT GUARD
Item modification (vibroweapon), standard
You affix a targeted light to this weapon. As a bonus action, you can toggle the light on or off. While on, this weapon sheds bright light in a 60-foot cone.

GUARD AMPLIFIER (ADEPT)
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to melee force attacks.

GUARD AMPLIFIER (APPRENTICE)
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to melee force attacks.

GUARD AMPLIFIER (JOURNEYMAN)
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to melee force attacks.

GUARD AMPLIFIER (NOVICE)
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to melee force attacks and a -1 penalty to ranged force attacks.

GUARD RANGEFINDER (ADEPT)
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to ranged force attacks.

GUARD RANGEFINDER (APPRENTICE)
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to ranged force attacks.

GUARD RANGEFINDER (JOURNEYMAN)
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to ranged force attacks.

GUARD RANGEFINDER (NOVICE)
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to ranged force attacks and a -1 penalty to melee force attacks.

HARPOON REEL GUARD
Item modification (vibroweapon), prototype
You install a secondary firemode that launches a harpoon attached to a tightly coiled cord. With this harpoon, you can make a ranged weapon attack with a range of 30/60. On a hit, it deals 1d6 kinetic damage. This attack can target a surface, object, or creature.

A creature struck by this attack is impaled by the harpoon. As an action, a creature can attempt to remove the harpoon. Removing the harpoon requires a DC 15 Strength check. While the harpoon is stuck in the target, you are connected to the target by a 60 foot cable.

While connected in this manner, you can use your bonus action to activate the reel, pulling yourself to the location if the target is your size or larger. A creature or object smaller than you is pulled to you. Alternatively, you can opt to release the cable (no action required).

Once you've used this feature, you can't use it again until you recover and reinsert the harpoon as an action.

HEAVY OSCILLATOR
Item modification (vibroweapon), premium
This weapon gains the heavy property.

KEEN OSCILLATOR
Item modification (vibroweapon), premium
This weapon gains the keen 1 property. If it already has the keen property, its keen number increases by 1, to a maximum of 3.

KEEN OSCILLATOR (DEADLY)
Item modification (vibroweapon), advanced
This weapon gains the keen 2 property. If it already has the keen property, its keen number increases by 2, to a maximum of 3.

KEEN OSCILLATOR (DEVASTATING)
Item modification (vibroweapon), artifact
This weapon gains the keen 3 property. If it already has the keen property, its keen number increases to 3.

LIGHT OSCILLATOR
Item modification (vibroweapon), premium
This weapon gains the light property.

MONOMOLECULAR OSCILLATOR MK I
Item modification (vibroweapon), premium
This weapon ignores resistance to kinetic damage.

MONOMOLECULAR OSCILLATOR MK II
Item modification (vibroweapon), advanced
This weapon ignores resistance to kinetic damage, and treats immunity as resistance.

NAGAI EDGE (BASIC)
Item modification (vibroweapon), standard
When you have advantage on an attack roll you make with this weapon, get the same result on both dice rolls, and hit, you deal one additional weapon die worth of damage.

NAGAI EDGE (EXCEPTIONAL)
Item modification (vibroweapon), legendary
When you have advantage on an attack roll you make with this weapon, get the same result on both dice rolls, and hit, you deal three additional weapon dice worth of damage.

NAGAI EDGE (IMPROVED)
Item modification (vibroweapon), prototype
When you have advantage on an attack roll you make with this weapon, get the same result on both dice rolls, and hit, you deal two additional weapon dice worth of damage.

NEURALIZING OSCILLATOR
Item modification (vibroweapon), standard
This weapon gains the neuralizing 13 property. If it already has the neuralizing property, its neuralizing number increases by 1, to a maximum of 18.

NEURALIZING OSCILLATOR MK II
Item modification (vibroweapon), premium
This weapon gains the neuralizing 14 property. If it already has the neuralizing property, its neuralizing number increases by 2, to a maximum of 18.

NEURALIZING OSCILLATOR MK III
Item modification (vibroweapon), prototype
This weapon gains the neuralizing 15 property. If it already has the neuralizing property, its neuralizing number increases by 3, to a maximum of 18.

NEURALIZING OSCILLATOR MK IV
Item modification (vibroweapon), advanced
This weapon gains the neuralizing 16 property. If it already has the neuralizing property, its neuralizing number increases by 4, to a maximum of 18.

NEURALIZING OSCILLATOR MK V
Item modification (vibroweapon), legendary
This weapon gains the neuralizing 17 property. If it already has the neuralizing property, its neuralizing number increases by 5, to a maximum of 18.

NEURALIZING OSCILLATOR MK VI
Item modification (vibroweapon), artifact
This weapon gains the neuralizing 18 property. If it already has the neuralizing property, its neuralizing number increases to 18.

NEUTRONIUM EDGE (AVERAGE)
Item modification (vibroweapon), premium
You gain a +1 bonus to damage rolls made with this weapon.

NEUTRONIUM EDGE (DEADLY)
Item modification (vibroweapon), advanced
You gain a +3 bonus to damage rolls made with this weapon.

NEUTRONIUM EDGE (MAJOR)
Item modification (vibroweapon), prototype
You gain a +2 bonus to damage rolls made with this weapon.

NEUTRONIUM EDGE (MINOR)
Item modification (vibroweapon), standard
You gain a +1 bonus to damage rolls and a -1 penalty to attack rolls made with this weapon.

OSCILLATING AMPLIFIER MK I
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to melee tech attacks and a -1 penalty to ranged tech attacks.

OSCILLATING AMPLIFIER MK II
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to melee tech attacks.

OSCILLATING AMPLIFIER MK III
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to melee tech attacks.

OSCILLATING AMPLIFIER MK IV
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to melee tech attacks.

OSCILLATING RANGEFINDER MK I
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to ranged tech attacks and a -1 penalty to melee tech attacks.

OSCILLATING RANGEFINDER MK II
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to ranged tech attacks.

OSCILLATING RANGEFINDER MK III
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to ranged tech attacks.

OSCILLATING RANGEFINDER MK IV
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to ranged tech attacks.

OSTRINE EDGE (DEADLY)
Item modification (vibroweapon), advanced
When you deal damage with this weapon, you deal an additional 1d4 acid, cold, fire, lightning, poison, or sonic damage (chosen by the GM when generating this item).

OSTRINE EDGE (DEVASTATING)
Item modification (vibroweapon), artifact
When you deal damage with this weapon, you deal an additional 1d8 acid, cold, fire, lightning, poison, or sonic damage (chosen by the GM when generating this item).

OSTRINE EDGE (LETHAL)
Item modification (vibroweapon), legendary
When you deal damage with this weapon, you deal an additional 1d6 acid, cold, fire, lightning, poison, or sonic damage (chosen by the GM when generating this item).

PACNORVAL CHEM INTEGRATOR
Item modification (vibroweapon), premium
You can apply poisons to this weapon as a bonus action, instead of an action.

PIERCING OSCILLATOR
Item modification (vibroweapon), premium
This weapon gains the piercing 1 property. If it already has the piercing property, its piercing number increases by 1, to a maximum of 3.

PIERCING OSCILLATOR (DEADLY)
Item modification (vibroweapon), advanced
This weapon gains the piercing 2 property. If it already has the piercing property, its piercing number increases by 2, to a maximum of 3.

PIERCING OSCILLATOR (DEVASTATING)
Item modification (vibroweapon), artifact
This weapon gains the piercing 3 property. If it already has the piercing property, its piercing number increases to 3.

RENDCASTING GUARD (ADEPT)
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING GUARD (APPRENTICE)
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING GUARD (JOURNEYMAN)
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING GUARD (NOVICE)
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the force save DC of powers that require a Wisdom or Charisma saving throw.

RENDCASTING OSCILLATOR MK I
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the tech save DC of powers that require a Wisdom or Charisma saving throw.

RENDCASTING OSCILLATOR MK II
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING OSCILLATOR MK III
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING OSCILLATOR MK IV
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RETURNING WEAPON GUARD
Item modification (vibroweapon), artifact
Prerequisite: *Thrown property*
This weapon gains the returning property.

RZ-3 EXTENDER FRAME
Item modification (vibroweapon), advanced
This weapon gains the reach property.

SERRATED EDGE MK I
Item modification (vibroweapon), prototype
When you deal damage with this weapon, you can roll a d4 and add the result to the total.

SERRATED EDGE MK II
Item modification (vibroweapon), advanced
When you deal damage with this weapon, you can roll a d6 and add the result to the total.

SERRATED EDGE MK III
Item modification (vibroweapon), legendary
When you deal damage with this weapon, you can roll a d8 and add the result to the total.

SERRATED EDGE MK IV
Item modification (vibroweapon), artifact
When you deal damage with this weapon, you can roll a d10 and add the result to the total.

SHOCKING OSCILLATOR
Item modification (vibroweapon), standard
This weapon gains the shocking 13 property. If it already has the shocking property, its shocking number increases by 1, to a maximum of 18.

SHOCKING OSCILLATOR MK II
Item modification (vibroweapon), premium
This weapon gains the shocking 14 property. If it already has the shocking property, its shocking number increases by 2, to a maximum of 18.

SHOCKING OSCILLATOR MK III
Item modification (vibroweapon), prototype
This weapon gains the shocking 15 property. If it already has the shocking property, its shocking number increases by 3, to a maximum of 18.

SHOCKING OSCILLATOR MK IV
Item modification (vibroweapon), advanced
This weapon gains the shocking 16 property. If it already has the shocking property, its shocking number increases by 4, to a maximum of 18.

SHOCKING OSCILLATOR MK V
Item modification (vibroweapon), legendary
This weapon gains the shocking 17 property. If it already has the shocking property, its shocking number increases by 5, to a maximum of 18.

SHOCKING OSCILLATOR MK VI
Item modification (vibroweapon), artifact
This weapon gains the shocking 18 property. If it already has the shocking property, its shocking number increases to 18.

SONOROUS OSCILLATOR
Item modification (vibroweapon), standard
This weapon gains the sonorous 13 property. If it already has the sonorous property, its sonorous number increases by 1, to a maximum of 18.

SONOROUS OSCILLATOR MK II
Item modification (vibroweapon), premium
This weapon gains the sonorous 14 property. If it already has the sonorous property, its sonorous number increases by 2, to a maximum of 18.

SONOROUS OSCILLATOR MK III
Item modification (vibroweapon), prototype
This weapon gains the sonorous 15 property. If it already has the sonorous property, its sonorous number increases by 3, to a maximum of 18.

SONOROUS OSCILLATOR MK IV
Item modification (vibroweapon), advanced
This weapon gains the sonorous 16 property. If it already has the sonorous property, its sonorous number increases by 4, to a maximum of 18.

SONOROUS OSCILLATOR MK V
Item modification (vibroweapon), legendary
This weapon gains the sonorous 17 property. If it already has the sonorous property, its sonorous number increases by 5, to a maximum of 18.

SONOROUS OSCILLATOR MK VI
Item modification (vibroweapon), artifact
This weapon gains the sonorous 18 property. If it already has the sonorous property, its sonorous number increases to 18.

STAGGERING OSCILLATOR
Item modification (vibroweapon), standard
When you hit with the weapon, you can force the target to make a DC 13 Strength saving throw. On a failed save, the creature is pushed back 10 feet and knocked prone.

Once you've used this feature, you must complete a short or long rest before you can use it again.

THROWING WEAPON GUARD (BASIC)
Item modification (vibroweapon), standard
This weapon gains thrown (10/30) property. If it already has the thrown property, the range increases by 5/15.

THROWING WEAPON GUARD (CHAMPION)
Item modification (vibroweapon), artifact
This weapon gains thrown (60/180) property. If it already has the thrown property, the range increases by 30/90.

THROWING WEAPON GUARD (EXCEPTIONAL)
Item modification (vibroweapon), legendary
This weapon gains thrown (50/150) property. If it already has the thrown property, the range increases by 25/75.

THROWING WEAPON GUARD (FINE)
Item modification (vibroweapon), premium
This weapon gains thrown (20/60) property. If it already has the thrown property, the range increases by 10/30.

THROWING WEAPON GUARD (IMPROVED)
Item modification (vibroweapon), prototype
This weapon gains thrown (30/90) property. If it already has the thrown property, the range increases by 15/45.

THROWING WEAPON GUARD (SUPERIOR)
Item modification (vibroweapon), advanced
This weapon gains thrown (40/120) property. If it already has the thrown property, the range increases by 20/60.

VENOMOUS OSCILLATOR
Item modification (vibroweapon), prototype
As a bonus action, you can coat this weapon in a thin layer of poison for 1 minute. The next time you hit with the weapon, the creature must make a DC 15 Constitution saving throw. On a failed save, a creature takes 1d10 poison damage and becomes poisoned for 1 minute.

Once you've used this feature, you must complete a long rest before you can use it again.

VERSATILE FRAME
Item modification (vibroweapon), premium
Prerequisite: *Lacks double or two-handed property*
This weapon gains the versatile (1d10) property. If it already has the versatile property, the versatile damage increases by one step (from 2d4 to d10, d10 to d12, from d12 to 2d6, or from 2d6 to 3d4).

VERSATILE FRAME (SUPERIOR)
Item modification (vibroweapon), advanced
Prerequisite: *Lacks double or two-handed property*
This weapon gains the versatile (1d12) property. If it already has the versatile property, the versatile damage increases by two steps (from 2d4 to d12, d10 to 2d6, from d12 to 3d4, or from 2d6 to 3d4).

VERSATILE FRAME (CHAMPION)
Item modification (vibroweapon), artifact
Prerequisite: *Lacks double or two-handed property*
This weapon gains the versatile (2d6) property. If it already has the versatile property, the versatile damage increases by three steps (from 2d4 to 2d6, d10 to 3d4, from d12 to 3d4, or from 2d6 to 3d4).

VICIOUS ASCENDANCY GUARD
Item modification (vibroweapon), artifact
This weapon gains the vicious 3 property. If it already has the vicious property, its vicious number increases to 3.

VICIOUS FIGHTING GUARD
Item modification (vibroweapon), premium
This weapon gains the vicious 1 property. If it already has the vicious property, its vicious number increases by 1, to a maximum of 3.

VICIOUS MASTERY GUARD
Item modification (vibroweapon), advanced
This weapon gains the vicious 2 property. If it already has the vicious property, its vicious number increases by 2, to a maximum of 3.

WITHERCASTING GUARD (ADEPT)
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING GUARD (APPRENTICE)
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING GUARD (JOURNEYMAN)
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING GUARD (NOVICE)
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to the force save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the force save DC of powers that require a Strength or Constitution saving throw.

WITHERCASTING OSCILLATOR MK I
Item modification (vibroweapon), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the tech save DC of powers that require a Strength or Constitution saving throw.

WITHERCASTING OSCILLATOR MK II
Item modification (vibroweapon), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING OSCILLATOR MK III
Item modification (vibroweapon), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING OSCILLATOR MK IV
Item modification (vibroweapon), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WRIST MOUNT GUARD
Item modification (vibroweapon), standard
This weapon gains the fixed property.

ITEM MODIFICATIONS (WRISTPAD)

Item	Rarity
Absorbing Amplifier Mk I	Standard
Accessing Motherboard (Simple)	Standard
Constitution Dataport (Basic)	Standard
Dispelling Dataport (Basic)	Standard
Elongating Dataport Mk I	Standard
Enlarging Processor (Simple)	Standard
Expanding Amplifier (Basic)	Standard
Extending Motherboard (Basic)	Standard
Fadecasting Processor (Training)	Standard
Focused Amplifier	Standard
Increasing Motherboard Mk I	Standard
Inflating Amplifier (Simple)	Standard
MerenData Excelcior	Standard
Mitigating Processor Mk I	Standard
Processing Amplifier (Training)	Standard
Processing Rangefinder (Training)	Standard
Rendcasting Processor (Training)	Standard
Repelling Motherboard (Simple)	Standard
Storing Dataport (Basic)	Standard
Surging Processor Mk I	Standard
Withercasting Processor (Training)	Standard
Absorbing Amplifier Mk II	Premium
Accessing Motherboard (Adequate)	Premium
Amplifying Processor (Fighting)	Premium
Bansche Purifier MENAD Pro Mk I	Premium
Constitution Dataport (Fine)	Premium
Dispelling Dataport (Fine)	Premium
Elongating Dataport Mk II	Premium
Enlarging Processor (Adequate)	Premium
Expanding Amplifier (Fine)	Premium
Extending Motherboard (Fine)	Premium
Fadecasting Processor (Fighting)	Premium
Fading Motherboard (Fighting)	Premium
Increasing Motherboard Mk II	Premium
Inflating Amplifier (Adequate)	Premium
Mitigating Processor Mk II	Premium
Processing Amplifier (Fighting)	Premium
Processing Rangefinder (Fighting)	Premium
Ranging Dataport (Fighting)	Premium
Rendcasting Processor (Fighting)	Premium
Rending Amplifier (Fighting)	Premium
Repelling Motherboard (Adequate)	Premium
Storing Dataport (Fine)	Premium
Surging Processor Mk II	Premium
Withercasting Processor (Fighting)	Premium
Withering Processor (Fighting)	Premium

Item	Rarity
Absorbing Amplifier Mk III	Prototype
Accessing Motherboard (Leading)	Prototype
Bansche Advanced 2ZBc	Prototype
Constitution Dataport (Improved)	Prototype
Dispelling Dataport (Improved)	Prototype
Elongating Dataport Mk III	Prototype
Enlarging Processor (Leading)	Prototype
Expanding Amplifier (Improved)	Prototype
Extending Motherboard (Improved)	Prototype
Fadecasting Processor (Dueling)	Prototype
Increasing Motherboard Mk III	Prototype
Inflating Amplifier (Leading)	Prototype
Mitigating Processor Mk III	Prototype
Processing Amplifier (Dueling)	Prototype
Processing Rangefinder (Dueling)	Prototype
Rendcasting Processor (Dueling)	Prototype
Repelling Motherboard (Leading)	Prototype
Sienar Starfire X-Force Mk I	Prototype
Storing Dataport (Improved)	Prototype
Surging Processor Mk III	Prototype
Withercasting Processor (Dueling)	Prototype
Absorbing Amplifier Mk IV	Advanced
Accessing Motherboard (Excellent)	Advanced
Amplifying Processor (Mastery)	Advanced
Constitution Dataport (Superior)	Advanced
Dispelling Dataport (Superior)	Advanced
Elongating Dataport Mk IV	Advanced
Enlarging Processor (Excellent)	Advanced
Expanding Amplifier (Superior)	Advanced
Extending Motherboard (Superior)	Advanced
Fadecasting Processor (Mastery)	Advanced
Fading Motherboard (Mastery)	Advanced
Increasing Motherboard Mk IV	Advanced
Inflating Amplifier (Excellent)	Advanced
Mitigating Processor Mk IV	Advanced
Processing Amplifier (Mastery)	Advanced
Processing Rangefinder (Mastery)	Advanced
Ranging Dataport (Mastery)	Advanced
Rendcasting Processor (Mastery)	Advanced
Rending Amplifier (Mastery)	Advanced
Repelling Motherboard (Excellent)	Advanced
Storing Dataport (Superior)	Advanced
Surging Processor Mk IV	Advanced
Withercasting Processor (Mastery)	Advanced
Withering Processor (Mastery)	Advanced
Absorbing Amplifier Mk V	Legendary

Item	Rarity
Accessing Motherboard (Outstanding)	Legendary
Constitution Dataport (Exceptional)	Legendary
Czerka Elite Pro Mk V	Legendary
Dispelling Dataport (Exceptional)	Legendary
Elongating Dataport Mk V	Legendary
Enlarging Processor (Outstanding)	Legendary
Expanding Amplifier (Exceptional)	Legendary
Extending Motherboard (Exceptional)	Legendary
Increasing Motherboard Mk V	Legendary
Inflating Amplifier (Outstanding)	Legendary
Mitigating Processor Mk V	Legendary
Repelling Motherboard (Outstanding)	Legendary
Sienar Starfire X-Force Mk II	Legendary
Storing Dataport (Exceptional)	Legendary
Surging Processor Mk V	Legendary
Absorbing Amplifier Mk VI	Artifact
Accessing Motherboard (Prime)	Artifact
Amplifying Processor (Ascendancy)	Artifact
Constitution Dataport (Champion)	Artifact
Dispelling Dataport (Champion)	Artifact
Elongating Dataport Mk VI	Artifact
Enlarging Processor (Prime)	Artifact
Expanding Amplifier (Champion)	Artifact
Extending Motherboard (Champion)	Artifact
Fading Motherboard (Ascendancy)	Artifact
Increasing Motherboard Mk VI	Artifact
Inflating Amplifier (Prime)	Artifact
Mitigating Processor Mk VI	Artifact
Ranging Dataport (Ascendancy)	Artifact
Rending Amplifier (Ascendancy)	Artifact
Repelling Motherboard (Prime)	Artifact
Storing Dataport (Champion)	Artifact
Surging Processor Mk VI	Artifact
Withering Processor (Ascendancy)	Artifact

ABSORBING AMPLIFIER MK I
Item modification (wristpad), standard
This item gains the absorbing 2 property. If it already has the absorbing property, its absorbing number increases by 2, to a maximum of 12.

ABSORBING AMPLIFIER MK II
Item modification (wristpad), premium
This item gains the absorbing 4 property. If it already has the absorbing property, its absorbing number increases by 4, to a maximum of 12.

ABSORBING AMPLIFIER MK III
Item modification (wristpad), prototype
This item gains the absorbing 6 property. If it already has the absorbing property, its absorbing number increases by 6, to a maximum of 12.

ABSORBING AMPLIFIER MK IV
Item modification (wristpad), advanced
This item gains the absorbing 8 property. If it already has the absorbing property, its absorbing number increases by 8, to a maximum of 12.

ABSORBING AMPLIFIER MK V
Item modification (wristpad), legendary
This item gains the absorbing 10 property. If it already has the absorbing property, its absorbing number increases by 10, to a maximum of 12.

ABSORBING AMPLIFIER MK VI
Item modification (wristpad), artifact
This item gains the absorbing 12 property. If it already has the absorbing property, its absorbing number increases to 12.

ACCESSING MOTHERBOARD (ADEQUATE)
Item modification (wristpad), premium
This item gains the accessing 2 property. If it already has the accessing property, its accessing number increases by 2, to a maximum of 6.

ACCESSING MOTHERBOARD (EXCELLENT)
Item modification (wristpad), advanced
This item gains the accessing 4 property. If it already has the accessing property, its accessing number increases by 4, to a maximum of 6.

ACCESSING MOTHERBOARD (LEADING)
Item modification (wristpad), prototype
This item gains the accessing 3 property. If it already has the accessing property, its accessing number increases by 3, to a maximum of 6.

ACCESSING MOTHERBOARD (OUTSTANDING)
Item modification (wristpad), legendary
This item gains the accessing 5 property. If it already has the accessing property, its accessing number increases by 5, to a maximum of 6.

ACCESSING MOTHERBOARD (PRIME)
Item modification (wristpad), artifact
This item gains the accessing 6 property. If it already has the accessing property, its accessing number increases to 6.

ACCESSING MOTHERBOARD (SIMPLE)
Item modification (wristpad), standard
This item gains the accessing 1 property. If it already has the accessing property, its accessing number increases by 1, to a maximum of 6.

AMPLIFYING PROCESSOR (ASCENDANCY)
Item modification (wristpad), artifact
This item gains the amplifying 3 property. If it already has the amplifying property, its amplifying number increases to 3.

AMPLIFYING PROCESSOR (FIGHTING)
Item modification (wristpad), premium
This item gains the amplifying 1 property. If it already has the amplifying property, its amplifying number increases by 1, to a maximum of 3.

AMPLIFYING PROCESSOR (MASTERY)
Item modification (wristpad), advanced
This item gains the amplifying 2 property. If it already has the amplifying property, its amplifying number increases by 2, to a maximum of 3.

BANSCHE ADVANCED 2ZBC
Item modification (wristpad), prototype
When you spend tech points and deal damage with a tech power cast through this wristpad, you deal additional damage equal to the number of tech points spent.

BANSCHE PURIFIER MENAD PRO MK I
Item modification (wristpad), premium
When you cast a tech power with this wristpad that gives you a bonus to AC or saving throws, you can increase that bonus by +1.

CONSTITUTION DATAPORT (BASIC)
Item modification (wristpad), standard
This item's constitution number is reduced by one step (from 21 to 19, 19 to 17, 17 to 15, 15 to 13, or 13 to 11). If the constitution number is 11, this modification removes the constitution property from it entirely.

CONSTITUTION DATAPORT (CHAMPION)
Item modification (wristpad), artifact
This item loses the constitution property.

CONSTITUTION DATAPORT (EXCEPTIONAL)
Item modification (wristpad), legendary
This item's constitution number is reduced by five steps (from 21 to 11). If the constitution number is 19 or lower, this modification removes the constitution property from it entirely.

CONSTITUTION DATAPORT (FINE)
Item modification (wristpad), premium
This item's constitution number is reduced by two steps (from 21 to 17, 19 to 15, 17 to 13, or 15 to 11). If the constitution number is 13 or lower, this modification removes the constitution property from it entirely.

CONSTITUTION DATAPORT (IMPROVED)
Item modification (wristpad), prototype
This item's constitution number is reduced by three steps (from 21 to 15, 19 to 13, or 17 to 11). If the constitution number is 15 or lower, this modification removes the constitution property from it entirely.

CONSTITUTION DATAPORT (SUPERIOR)
Item modification (wristpad), advanced
This item's constitution number is reduced by four steps (from 21 to 13 or 19 to 11). If the constitution number is 17 or lower, this modification removes the constitution property from it entirely.

CZERKA ELITE PRO MK V
Item modification (wristpad), legendary
When you cast a tech power with this wristpad and at least one creature fails its saving throw to resist its effects, you gain a d12 that you can roll and add to the damage or healing of a tech power you cast. This die lasts for 1 minute, and you can only have one at a time.

DISPELLING DATAPORT (BASIC)
Item modification (wristpad), standard
This item gains the dispelling 1 property. If it already has the dispelling property, its dispelling number increases by 1, to a maximum of 6.

DISPELLING DATAPORT (CHAMPION)
Item modification (wristpad), artifact
This item gains the dispelling 6 property. If it already has the dispelling property, its dispelling number increases to 6.

DISPELLING DATAPORT (EXCEPTIONAL)
Item modification (wristpad), legendary
This item gains the dispelling 5 property. If it already has the dispelling property, its dispelling number increases by 5, to a maximum of 6.

DISPELLING DATAPORT (FINE)
Item modification (wristpad), premium
This item gains the dispelling 2 property. If it already has the dispelling property, its dispelling number increases by 2, to a maximum of 6.

DISPELLING DATAPORT (IMPROVED)
Item modification (wristpad), prototype
This item gains the dispelling 3 property. If it already has the dispelling property, its dispelling number increases by 3, to a maximum of 6.

DISPELLING DATAPORT (SUPERIOR)
Item modification (wristpad), advanced
This item gains the dispelling 4 property. If it already has the dispelling property, its dispelling number increases by 4, to a maximum of 6.

ELONGATING DATAPORT MK I
Item modification (wristpad), standard
This item gains the elongating 5 property. If it already has the elongating property, its elongating number increases by 5, to a maximum of 30.

ELONGATING DATAPORT MK II
Item modification (wristpad), premium
This item gains the elongating 10 property. If it already has the elongating property, its elongating number increases by 10, to a maximum of 30.

ELONGATING DATAPORT MK III
Item modification (wristpad), prototype
This item gains the elongating 15 property. If it already has the elongating property, its elongating number increases by 15, to a maximum of 30.

ELONGATING DATAPORT MK IV
Item modification (wristpad), advanced
This item gains the elongating 20 property. If it already has the elongating property, its elongating number increases by 20, to a maximum of 30.

ELONGATING DATAPORT MK V
Item modification (wristpad), legendary
This item gains the elongating 25 property. If it already has the elongating property, its elongating number increases by 25, to a maximum of 30.

ELONGATING DATAPORT MK VI
Item modification (wristpad), artifact
This item gains the elongating 30 property. If it already has the elongating property, its elongating number increases to 30.

ENLARGING PROCESSOR (ADEQUATE)
Item modification (wristpad), premium
This item gains the enlarging 10 property. If it already has the enlarging property, its enlarging number increases by 10, to a maximum of 30.

ENLARGING PROCESSOR (EXCELLENT)
Item modification (wristpad), advanced
This item gains the enlarging 20 property. If it already has the enlarging property, its enlarging number increases by 20, to a maximum of 30.

ENLARGING PROCESSOR (LEADING)
Item modification (wristpad), prototype
This item gains the enlarging 15 property. If it already has the enlarging property, its enlarging number increases by 15, to a maximum of 30.

ENLARGING PROCESSOR (OUTSTANDING)
Item modification (wristpad), legendary
This item gains the enlarging 25 property. If it already has the enlarging property, its enlarging number increases by 25, to a maximum of 30.

ENLARGING PROCESSOR (PRIME)
Item modification (wristpad), artifact
This item gains the enlarging 30 property. If it already has the enlarging property, its enlarging number increases to 30.

ENLARGING PROCESSOR (SIMPLE)
Item modification (wristpad), standard
This item gains the enlarging 5 property. If it already has the enlarging property, its enlarging number increases by 5, to a maximum of 30.

EXPANDING AMPLIFIER (BASIC)
Item modification (wristpad), standard
This item gains the expanding 5 property. If it already has the expanding property, its expanding number increases by 5, to a maximum of 30.

EXPANDING AMPLIFIER (CHAMPION)
Item modification (wristpad), artifact
This item gains the expanding 30 property. If it already has the expanding property, its expanding number increases to 30.

EXPANDING AMPLIFIER (EXCEPTIONAL)
Item modification (wristpad), legendary
This item gains the expanding 25 property. If it already has the expanding property, its expanding number increases by 25, to a maximum of 30.

EXPANDING AMPLIFIER (FINE)
Item modification (wristpad), premium
This item gains the expanding 10 property. If it already has the expanding property, its expanding number increases by 10, to a maximum of 30.

EXPANDING AMPLIFIER (IMPROVED)
Item modification (wristpad), prototype
This item gains the expanding 15 property. If it already has the expanding property, its expanding number increases by 15, to a maximum of 30.

EXPANDING AMPLIFIER (SUPERIOR)
Item modification (wristpad), advanced
This item gains the expanding 20 property. If it already has the expanding property, its expanding number increases by 20, to a maximum of 30.

EXTENDING MOTHERBOARD (BASIC)
Item modification (wristpad), standard
This item gains the extending 5 property. If it already has the extending property, its extending number increases by 5, to a maximum of 30.

EXTENDING MOTHERBOARD (CHAMPION)
Item modification (wristpad), artifact
This item gains the extending 30 property. If it already has the extending property, its extending number increases to 30.

EXTENDING MOTHERBOARD (EXCEPTIONAL)
Item modification (wristpad), legendary
This item gains the extending 25 property. If it already has the extending property, its extending number increases by 25, to a maximum of 30.

EXTENDING MOTHERBOARD (FINE)
Item modification (wristpad), premium
This item gains the extending 10 property. If it already has the extending property, its extending number increases by 10, to a maximum of 30.

EXTENDING MOTHERBOARD (IMPROVED)
Item modification (wristpad), prototype
This item gains the extending 15 property. If it already has the extending property, its extending number increases by 15, to a maximum of 30.

EXTENDING MOTHERBOARD (SUPERIOR)
Item modification (wristpad), advanced
This item gains the extending 20 property. If it already has the extending property, its extending number increases by 20, to a maximum of 30.

FADECASTING PROCESSOR (DUELING)
Item modification (wristpad), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING PROCESSOR (FIGHTING)
Item modification (wristpad), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING PROCESSOR (MASTERY)
Item modification (wristpad), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Strength or Constitution saving throw.

FADECASTING PROCESSOR (TRAINING)
Item modification (wristpad), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Strength or Constitution saving throw and a -1 penalty to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

FADING MOTHERBOARD (ASCENDANCY)
Item modification (wristpad), artifact
This item gains the fading 3 property. If it already has the fading property, its fading number increases to 3.

FADING MOTHERBOARD (FIGHTING)
Item modification (wristpad), premium
This item gains the fading 1 property. If it already has the fading property, its fading number increases by 1, to a maximum of 3.

FADING MOTHERBOARD (MASTERY)
Item modification (wristpad), advanced
This item gains the fading 2 property. If it already has the fading property, its fading number increases by 2, to a maximum of 3.

FOCUSED AMPLIFIER
Item modification (wristpad), standard
This item gains the focused property.

INCREASING MOTHERBOARD MK I
Item modification (wristpad), standard
This item gains the increasing 10 property. If it already has the increasing property, its increasing number increases by 10, to a maximum of 60.

INCREASING MOTHERBOARD MK II
Item modification (wristpad), premium
This item gains the increasing 20 property. If it already has the increasing property, its increasing number increases by 20, to a maximum of 60.

INCREASING MOTHERBOARD MK III
Item modification (wristpad), prototype
This item gains the increasing 30 property. If it already has the increasing property, its increasing number increases by 30, to a maximum of 60.

INCREASING MOTHERBOARD MK IV
Item modification (wristpad), advanced
This item gains the increasing 40 property. If it already has the increasing property, its increasing number increases by 40, to a maximum of 60.

INCREASING MOTHERBOARD MK V
Item modification (wristpad), legendary
This item gains the increasing 50 property. If it already has the increasing property, its increasing number increases by 50, to a maximum of 60.

INCREASING MOTHERBOARD MK VI
Item modification (wristpad), artifact
This item gains the increasing 60 property. If it already has the increasing property, its increasing number increases to 60.

INFLATING AMPLIFIER (ADEQUATE)
Item modification (wristpad), premium
This item gains the inflating 10 property. If it already has the inflating property, its inflating number increases by 10, to a maximum of 30.

INFLATING AMPLIFIER (EXCELLENT)
Item modification (wristpad), advanced
This item gains the inflating 20 property. If it already has the inflating property, its inflating number increases by 20, to a maximum of 30.

INFLATING AMPLIFIER (LEADING)
Item modification (wristpad), prototype
This item gains the inflating 15 property. If it already has the inflating property, its inflating number increases by 15, to a maximum of 30.

INFLATING AMPLIFIER (OUTSTANDING)
Item modification (wristpad), legendary
This item gains the inflating 25 property. If it already has the inflating property, its inflating number increases by 25, to a maximum of 30.

INFLATING AMPLIFIER (PRIME)
Item modification (wristpad), artifact
This item gains the inflating 30 property. If it already has the inflating property, its inflating number increases to 30.

INFLATING AMPLIFIER (SIMPLE)
Item modification (wristpad), standard
This item gains the inflating 5 property. If it already has the inflating property, its inflating number increases by 5, to a maximum of 30.

MERENDATA EXCELCIOR
Item modification (wristpad), standard
When you deal cold damage to a creature with a tech power cast through this wristpad, the creature gains 1 slowed level until the end of its next turn.

MITIGATING PROCESSOR MK I
Item modification (wristpad), standard
This item gains the mitigating 1 property. If it already has the mitigating property, its mitigating number increases by 1, to a maximum of 6.

MITIGATING PROCESSOR MK II
Item modification (wristpad), premium
This item gains the mitigating 2 property. If it already has the mitigating property, its mitigating number increases by 2, to a maximum of 6.

MITIGATING PROCESSOR MK III
Item modification (wristpad), prototype
This item gains the mitigating 3 property. If it already has the mitigating property, its mitigating number increases by 3, to a maximum of 6.

MITIGATING PROCESSOR MK IV
Item modification (wristpad), advanced
This item gains the mitigating 4 property. If it already has the mitigating property, its mitigating number increases by 4, to a maximum of 6.

MITIGATING PROCESSOR MK V
Item modification (wristpad), legendary
This item gains the mitigating 5 property. If it already has the mitigating property, its mitigating number increases by 5, to a maximum of 6.

MITIGATING PROCESSOR MK VI
Item modification (wristpad), artifact
This item gains the mitigating 6 property. If it already has the mitigating property, its mitigating number increases to 6.

PROCESSING AMPLIFIER (DUELING)
Item modification (wristpad), prototype
While using this item as your focus, you gain a +2 bonus to melee tech attacks.

PROCESSING AMPLIFIER (FIGHTING)
Item modification (wristpad), premium
While using this item as your focus, you gain a +1 bonus to melee tech attacks.

PROCESSING AMPLIFIER (MASTERY)
Item modification (wristpad), advanced
While using this item as your focus, you gain a +3 bonus to melee tech attacks.

PROCESSING AMPLIFIER (TRAINING)
Item modification (wristpad), standard
While using this item as your focus, you gain a +1 bonus to melee tech attacks and a -1 penalty to ranged tech attacks.

PROCESSING RANGEFINDER (DUELING)
Item modification (wristpad), prototype
While using this item as your focus, you gain a +2 bonus to ranged tech attacks.

PROCESSING RANGEFINDER (FIGHTING)
Item modification (wristpad), premium
While using this item as your focus, you gain a +1 bonus to ranged tech attacks.

PROCESSING RANGEFINDER (MASTERY)
Item modification (wristpad), advanced
While using this item as your focus, you gain a +3 bonus to ranged tech attacks.

PROCESSING RANGEFINDER (TRAINING)
Item modification (wristpad), standard
While using this item as your focus, you gain a +1 bonus to ranged tech attacks and a -1 penalty to melee tech attacks.

RANGING DATAPORT (ASCENDANCY)
Item modification (wristpad), artifact
This item gains the ranging 3 property. If it already has the ranging property, its ranging number increases to 3.

RANGING DATAPORT (FIGHTING)
Item modification (wristpad), premium
This item gains the ranging 1 property. If it already has the ranging property, its ranging number increases by 1, to a maximum of 3.

RANGING DATAPORT (MASTERY)
Item modification (wristpad), advanced
This item gains the ranging 2 property. If it already has the ranging property, its ranging number increases by 2, to a maximum of 3.

RENDCASTING PROCESSOR (DUELING)
Item modification (wristpad), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING PROCESSOR (FIGHTING)
Item modification (wristpad), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING PROCESSOR (MASTERY)
Item modification (wristpad), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw.

RENDCASTING PROCESSOR (TRAINING)
Item modification (wristpad), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Dexterity or Intelligence saving throw and a -1 penalty to the tech save DC of powers that require a Wisdom or Charisma saving throw.

RENDING AMPLIFIER (ASCENDANCY)
Item modification (wristpad), artifact
This item gains the rending 3 property. If it already has the rending property, its rending number increases to 3.

RENDING AMPLIFIER (FIGHTING)
Item modification (wristpad), premium
This item gains the rending 1 property. If it already has the rending property, its rending number increases by 1, to a maximum of 3.

RENDING AMPLIFIER (MASTERY)
Item modification (wristpad), advanced
This item gains the rending 2 property. If it already has the rending property, its rending number increases by 2, to a maximum of 3.

REPELLING MOTHERBOARD (ADEQUATE)
Item modification (wristpad), premium
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + your proficiency bonus + your casting modifier for that power, whichever is greater.

REPELLING MOTHERBOARD (EXCELLENT)
Item modification (wristpad), advanced
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + twice your proficiency bonus + your casting modifier for that power, whichever is greater. Additionally, creatures always have disadvantage on ability checks to dispel or interrupt your powers.

REPELLING MOTHERBOARD (LEADING)
Item modification (wristpad), prototype
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + twice your proficiency bonus + your casting modifier for that power, whichever is greater.

REPELLING MOTHERBOARD (OUTSTANDING)
Item modification (wristpad), legendary
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + twice your proficiency bonus + your casting modifier for that power, whichever is greater. Additionally, creatures always have disadvantage on ability checks to dispel or interrupt your powers, and when a creatures make an ability check to dispel or interrupt your powers with disadvantage, they must reroll one of the dice once (your choice).

REPELLING MOTHERBOARD (PRIME)
Item modification (wristpad), artifact
This item gains the repelling property, but the DC to interrupt or dispel your powers is equal to 10 + the power's level, or 8 + twice your proficiency bonus + your casting modifier for that power, whichever is greater. Additionally, creatures always have disadvantage on ability checks to dispel or interrupt your powers, and when a creatures make an ability check to dispel or interrupt your powers with disadvantage, they must reroll each of the dice once (at your discretion).

REPELLING MOTHERBOARD (SIMPLE)
Item modification (wristpad), standard
This item gains the repelling property.

SIENAR STARFIRE X-FORCE MK I
Item modification (wristpad), prototype
When you spend tech points to cast a tech power that restores hit points to a creature, the creature gains a number of temporary hit points equal to the number of tech points spent.

SIENAR STARFIRE X-FORCE MK II
Item modification (wristpad), legendary
When you spend tech points to cast a tech power that restores hit points to a creature, the creature gains a number of temporary hit points equal to twice the number of tech points spent.

STORING DATAPORT (BASIC)
Item modification (wristpad), standard
This item gains the storing 1 property. If it already has the storing property, its storing number increases by 1, to a maximum of 6.

STORING DATAPORT (CHAMPION)
Item modification (wristpad), artifact
This item gains the storing 6 property. If it already has the storing property, its storing number increases to 6.

STORING DATAPORT (EXCEPTIONAL)
Item modification (wristpad), legendary
This item gains the storing 5 property. If it already has the storing property, its storing number increases by 5, to a maximum of 6.

STORING DATAPORT (FINE)
Item modification (wristpad), premium
This item gains the storing 2 property. If it already has the storing property, its storing number increases by 2, to a maximum of 6.

STORING DATAPORT (IMPROVED)
Item modification (wristpad), prototype
This item gains the storing 3 property. If it already has the storing property, its storing number increases by 3, to a maximum of 6.

STORING DATAPORT (SUPERIOR)
Item modification (wristpad), advanced
This item gains the storing 4 property. If it already has the storing property, its storing number increases by 4, to a maximum of 6.

SURGING PROCESSOR MK I
Item modification (wristpad), standard
This item gains the surging 1 property. If it already has the surging property, its surging number increases by 1, to a maximum of 6.

SURGING PROCESSOR MK II
Item modification (wristpad), premium
This item gains the surging 2 property. If it already has the surging property, its surging number increases by 2, to a maximum of 6.

SURGING PROCESSOR MK III
Item modification (wristpad), prototype
This item gains the surging 3 property. If it already has the surging property, its surging number increases by 3, to a maximum of 6.

SURGING PROCESSOR MK IV
Item modification (wristpad), advanced
This item gains the surging 4 property. If it already has the surging property, its surging number increases by 4, to a maximum of 6.

SURGING PROCESSOR MK V
Item modification (wristpad), legendary
This item gains the surging 5 property. If it already has the surging property, its surging number increases by 5, to a maximum of 6.

SURGING PROCESSOR MK VI
Item modification (wristpad), artifact
This item gains the surging 6 property. If it already has the surging property, its surging number increases to 6.

WITHERCASTING PROCESSOR (DUELING)
Item modification (wristpad), prototype
While using this item as your focus, you gain a +2 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING PROCESSOR (FIGHTING)
Item modification (wristpad), premium
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING PROCESSOR (MASTERY)
Item modification (wristpad), advanced
While using this item as your focus, you gain a +3 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw.

WITHERCASTING PROCESSOR (TRAINING)
Item modification (wristpad), standard
While using this item as your focus, you gain a +1 bonus to the tech save DC of powers that require a Wisdom or Charisma saving throw and a -1 penalty to the tech save DC of powers that require a Strength or Constitution saving throw.

WITHERING PROCESSOR (ASCENDANCY)
Item modification (wristpad), artifact
This item gains the withering 3 property. If it already has the withering property, its withering number increases to 3.

WITHERING PROCESSOR (FIGHTING)
Item modification (wristpad), premium
This item gains the withering 1 property. If it already has the withering property, its withering number increases by 1, to a maximum of 3.

WITHERING PROCESSOR (MASTERY)
Item modification (wristpad), advanced
This item gains the withering 2 property. If it already has the withering property, its withering number increases by 2, to a maximum of 3.

SHIELDS

Item	Rarity
Shield Chassis (Standard)	Standard
Shield (Fine)	Premium
Shield Chassis (Premium)	Premium
Shield (Improved)	Prototype
Shield Chassis (Prototype)	Prototype
Shield Chassis (Advanced)	Advanced
Shield (Superior)	Advanced
Shield (Exceptional)	Legendary
Shield Chassis (Legendary)	Legendary
Shield (Champion)	Artifact
Shield Chassis (Artifact)	Artifact
Light	
Medium	
Verpine Auto-shielding Unit	Advanced
Heavy	

SHIELD (CHAMPION)
Shield (any), artifact
You have a +3 bonus to AC while wielding this shield. Additionally, while wielding this shield, damage you take is reduced by 2. If this would reduce the damage to 0, the damage is instead reduced to 1.

SHIELD (EXCEPTIONAL)
Shield (any), legendary
You have a +3 bonus to AC while wielding this shield. Additionally, while wielding this shield, damage you take is reduced by 1. If this would reduce the damage to 0, the damage is instead reduced to 1.

SHIELD (FINE)
Shield (any), premium
You have a +1 bonus to AC while wielding this shield.

SHIELD (IMPROVED)
Shield (any), prototype
You have a +2 bonus to AC while wielding this shield.

SHIELD (SUPERIOR)
Shield (any), advanced
You have a +3 bonus to AC while wielding this shield.

SHIELD CHASSIS (STANDARD)
Shield (any), standard
Requires attunement
This modifiable shield chassis comes with vacant modification slots for armor modifications. It can house modifications of standard rarity.

SHIELD CHASSIS (ARTIFACT)
Shield (any), artifact
Requires attunement
This modifiable shield chassis comes with vacant modification slots for armor modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

SHIELD CHASSIS (LEGENDARY)
Shield (any), legendary
Requires attunement
This modifiable shield chassis comes with vacant modification slots for armor modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

SHIELD CHASSIS (PREMIUM)
Shield (any), premium
Requires attunement
This modifiable shield chassis comes with vacant modification slots for armor modifications. It can house modifications of premium rarity or lower.

SHIELD CHASSIS (PROTOTYPE)
Shield (any), prototype
Requires attunement
This modifiable shield chassis comes with vacant modification slots for armor modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

SHIELD CHASSIS (ADVANCED)
Shield (any), advanced
Requires attunement
This modifiable shield chassis comes with vacant modification slots for armor modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

VERPINE AUTO-SHIELDING UNIT
Shield (medium shield generator), advanced
Requires attunement
While wearing this shield generator, you can speak its command word as a bonus action to cause it to animate. The shield projects into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield deactivates.

The pinnacle of Verpine scientists' shameless theft of ancient Arkanian energy shield designs.

WEAPONS

Item	Rarity
Weapons	
Weapon (Fine)	Premium
Weapon (Improved)	Prototype
Weapon (Superior)	Advanced
Weapon (Exceptional)	Legendary
Weapon (Champion)	Artifact

WEAPON (CHAMPION)
***Weapon** (any), artifact*
You have a +3 bonus to attack rolls and deal an additional 1d10 damage with this enhanced weapon.

WEAPON (EXCEPTIONAL)
***Weapon** (any), legendary*
You have a +3 bonus to attack rolls and deal an additional 1d8 damage with this enhanced weapon.

WEAPON (FINE)
***Weapon** (any), premium*
You have a +1 bonus to attack and damage rolls made with this enhanced weapon.

WEAPON (IMPROVED)
***Weapon** (any), prototype*
You have a +2 bonus to attack and damage rolls made with this enhanced weapon.

WEAPON (SUPERIOR)
***Weapon** (any), advanced*
You have a +3 bonus to attack and damage rolls made with this enhanced weapon.

WEAPONS (BLASTERS)

Item	Rarity
Blasters	
Blaster Chassis (Standard)	Standard
Blaster Chassis (Premium)	Premium
Flashy	Premium
Grenade Launcher (Fine)	Premium
Shotgun Axe	Premium
Shoulder Cannon (Fine)	Premium
Sparkles	Premium
Xerrol Nightstinger Rifle	Premium
Blaster Chassis (Prototype)	Prototype
Charric Pistol	Prototype
Grenade Launcher (Improved)	Prototype
Shoulder Cannon (Improved)	Prototype
Torchy	Prototype
Blaster Chassis (Advanced)	Advanced
Charric Rifle	Advanced
Grenade Launcher (Superior)	Advanced
Shoulder Cannon (Superior)	Advanced
Blaster Chassis (Legendary)	Legendary
Grenade Launcher (Exceptional)	Legendary
Shoulder Cannon (Exceptional)	Legendary
Blaster Chassis (Artifact)	Artifact
Grenade Launcher (Champion)	Artifact
Shoulder Cannon (Champion)	Artifact

BLASTER CHASSIS (ADVANCED)

Weapon *(any blaster),* ***advanced***
Requires attunement
This modifiable blaster chassis comes with vacant modification slots for blaster modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

BLASTER CHASSIS (ARTIFACT)

Weapon *(any blaster),* ***artifact***
Requires attunement
This modifiable blaster chassis comes with vacant modification slots for blaster modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

BLASTER CHASSIS (LEGENDARY)

Weapon *(any blaster),* ***legendary***
Requires attunement
This modifiable blaster chassis comes with vacant modification slots for blaster modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

BLASTER CHASSIS (PREMIUM)

Weapon *(any blaster),* ***premium***
Requires attunement
This modifiable blaster chassis comes with vacant modification slots for blaster modifications. It can house modifications of premium rarity or lower.

BLASTER CHASSIS (PROTOTYPE)

Weapon *(any blaster),* ***prototype***
Requires attunement
This modifiable blaster chassis comes with vacant modification slots for blaster modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

BLASTER CHASSIS (STANDARD)

Weapon *(any blaster), standard*
Requires attunement
This modifiable blaster chassis comes with vacant modification slots for blaster modifications. It can house modifications of standard rarity.

CHARRIC PISTOL

Weapon *(blaster pistol),* ***prototype***
You have a +1 bonus to attack and damage rolls with this weapon. Additionally, it has the disarming property, and when a creature tries to reduce the damage of a shot from this weapon with a feature or power, such as monk's Deflect Missiles or the *saber reflect* force power, they have disadvantage on the reduction roll. Lastly, on a hit, if the target is wearing heavy armor, it deals an additional 1d6 lightning damage.

The proprietary Charric pistol was the standard issue weapon of all of the soldiers in the Chiss Expansionary Defense Force.

CHARRIC RIFLE

Weapon *(sniper rifle),* ***advanced***
You have a +2 bonus to attack and damage rolls with this weapon. Additionally, it has the disarming property, and when a creature tries to reduce the damage of a shot from this weapon with a feature or power, such as monk's Deflect Missiles or the *saber reflect* force power, they have disadvantage on the reduction roll. Lastly, on a hit, if the target is wearing heavy armor, it deals an additional 1d8 lightning damage.

The proprietary Charric rifle was the standard issue weapon of all of the soldiers in the Chiss Expansionary Defense Force.

FLASHY

Weapon *(heavy pistol),* ***premium***
The first time you hit a creature with a ranged weapon attack from this weapon each round, the creature takes an additional 1d4 damage from the attack.

Flashy is an SSK heavy pistol owned by the mercenary Corso Riggs during the Galactic Cold War.

GRENADE LAUNCHER (CHAMPION)
Weapon (grenade launcher), artifact
Rather than traditional power cells, the grenade launcher fires grenades. When firing a grenade at long range, or if you don't meet the grenade launcher's strength requirement, creatures within the radius of the grenade's explosion have advantage on the saving throw. If you lack proficiency in the grenade launcher, you must roll the damage dice twice and take the lesser total. You have a +3 bonus to the save DC and deal two additional damage dice with grenades fired by this enhanced grenade launcher.

GRENADE LAUNCHER (EXCEPTIONAL)
Weapon (grenade launcher), legendary
Rather than traditional power cells, the grenade launcher fires grenades. When firing a grenade at long range, or if you don't meet the grenade launcher's strength requirement, creatures within the radius of the grenade's explosion have advantage on the saving throw. If you lack proficiency in the grenade launcher, you must roll the damage dice twice and take the lesser total. You have a +3 bonus to the save DC and deal one additional damage die with grenades fired by this enhanced grenade launcher.

GRENADE LAUNCHER (FINE)
Weapon (grenade launcher), premium
Rather than traditional power cells, the grenade launcher fires grenades. When firing a grenade at long range, or if you don't meet the grenade launcher's strength requirement, creatures within the radius of the grenade's explosion have advantage on the saving throw. If you lack proficiency in the grenade launcher, you must roll the damage dice twice and take the lesser total. You have a +1 bonus to the save DC and damage rolls of grenades fired by this enhanced grenade launcher.

GRENADE LAUNCHER (IMPROVED)
Weapon (grenade launcher), prototype
Rather than traditional power cells, the grenade launcher fires grenades. When firing a grenade at long range, or if you don't meet the grenade launcher's strength requirement, creatures within the radius of the grenade's explosion have advantage on the saving throw. If you lack proficiency in the grenade launcher, you must roll the damage dice twice and take the lesser total. You have a +2 bonus to the save DC and damage rolls of grenades fired by this enhanced grenade launcher.

GRENADE LAUNCHER (SUPERIOR)
Weapon (grenade launcher), advanced
Rather than traditional power cells, the grenade launcher fires grenades. When firing a grenade at long range, or if you don't meet the grenade launcher's strength requirement, creatures within the radius of the grenade's explosion have advantage on the saving throw. If you lack proficiency in the grenade launcher, you must roll the damage dice twice and take the lesser total. You have a +3 bonus to the save DC and damage rolls of grenades fired by this enhanced grenade launcher.

SHOTGUN AXE
Weapon (shotgun), premium
You have a +1 to damage rolls made with this shotgun. Additionally, this shotgun has an axe attachment, allowing you to make a melee weapon attack with it. The axe is a melee weapon that you are proficient with, and deals 1d8 kinetic damage.

Additionally, when you use this shotgun as an improvised weapon, you are considered proficient in it, and it deals 1d8 kinetic damage on a hit.

"Oh you want clever? Come a little closer, I'll get real clever."

SHOULDER CANNON (CHAMPION)
Weapon (shoulder cannon), artifact
Mounted in the shoulder slot, a shoulder cannon does not require a free hand to use. Additionally, you have advantage on Strength ability checks and saving throws to avoid being disarmed of this weapon. You have a +3 bonus to attack rolls and deal an additional 1d10 damage with this enhanced shoulder cannon, which has the smart (20, +6) property.

SHOULDER CANNON (EXCEPTIONAL)
Weapon (shoulder cannon), legendary
Mounted in the shoulder slot, a shoulder cannon does not require a free hand to use. Additionally, you have advantage on Strength ability checks and saving throws to avoid being disarmed of this weapon. You have a +3 bonus to attack rolls and deal an additional 1d8 damage with this enhanced shoulder cannon, which has the smart (19, +5) property.

SHOULDER CANNON (FINE)
Weapon (shoulder cannon), premium
Mounted in the shoulder slot, a shoulder cannon does not require a free hand to use. Additionally, you have advantage on Strength ability checks and saving throws to avoid being disarmed of this weapon. You have a +1 bonus to attack and damage rolls made with this enhanced shoulder cannon, which has the smart (16, +2) property.

SHOULDER CANNON (IMPROVED)
Weapon (shoulder cannon), prototype
Mounted in the shoulder slot, a shoulder cannon does not require a free hand to use. Additionally, you have advantage on Strength ability checks and saving throws to avoid being disarmed of this weapon. You have a +2 bonus to attack and damage rolls made with this enhanced shoulder cannon, which has the smart (17, +3) property.

SHOULDER CANNON (SUPERIOR)
Weapon (shoulder cannon), advanced
Mounted in the shoulder slot, a shoulder cannon does not require a free hand to use. Additionally, you have advantage on Strength ability checks and saving throws to avoid being disarmed of this weapon. You have a +3 bonus to attack and damage rolls made with this enhanced shoulder cannon, which has the smart (18, +4) property.

SPARKLES

Weapon (light pistol), premium

When you roll a 20 on an attack roll with this weapon, or hit a creature that has not yet acted during your first turn in combat, you deal an additional 1d4 energy damage.

Sparkles is a BlasTech CS-14 light pistol owned by the mercenary Corso Riggs during the Galactic Cold War.

TORCHY

Weapon (blaster pistol), prototype

You gain a +1 bonus to attack and damage rolls with this enhanced weapon, and when you hit a creature with a ranged weapon attack using this weapon, the creature takes an extra 1d4 energy damage for each size category larger than you it is (up to 3d4 extra damage).

Torchy is a BlasTech ALT-25 blaster pistol owned by the mercenary Corso Riggs during the Galactic Cold War.

XERROL NIGHTSTINGER RIFLE

Weapon (nightstinger rifle), premium

You have a +1 bonus to damage rolls with this enhanced weapon. Additionally, when you make the Dexterity (Stealth) check to remain hidden as a part of the weapon's silent property, you have advantage on the check.

This nightstinger rifle has the unique property of shooting invisible rounds.

WEAPONS (LIGHTWEAPONS)

Item	Rarity
Lightweapons	
Lightweapon Chassis (Standard)	Standard
Lightweapon Chassis (Premium)	Premium
Inquistor Saber	Prototype
Lightweapon Chassis (Prototype)	Prototype
Lightweapon Chassis (Advanced)	Advanced
Darksaber	Legendary
Lightweapon Chassis (Legendary)	Legendary
Lightweapon Chassis (Artifact)	Artifact

DARKSABER

Weapon *(martial lightsaber), legendary*
Requires attunement
You gain a +3 bonus to attack and damage rolls made with this enhanced lightsaber. Additionally, the weapon ignores resistance to energy damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to energy damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d6 energy damage from the hit.

The Darksaber was an ancient and unique black-bladed lightsaber created by Tarre Vizsla, the first Mandalorian ever inducted into the Jedi Order. It features a distinctly Mandalorian hilt and an ominous black blade.

INQUISITOR SABER

Weapon *(any lightweapon), prototype*
Requires attunement
Prerequisite: *Double property*
You have a +1 bonus to attack and damage rolls made with this enhanced weapon.

As a bonus action, you cause the lightsaber to rapidly spin. When you do so, you lose the +1 bonus to attack and damage rolls made with the weapon, but you gain a +1 bonus to AC. Additionally, while spinning, you have a 30-foot flying speed. While flying, if you take damage, you must make a concentration check as if concentrating on a power. On a failure, you immediately fall to the ground.

These lightweapons, favored by the Jedi hunters known as Inquisitors, have the unique ability to rapidly spin, granting its wielder a limited flying ability.

LIGHTWEAPON CHASSIS (ADVANCED)

Weapon *(any lightweapon), advanced*
Requires attunement
This modifiable lightweapon chassis comes with vacant modification slots for lightweapon modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

LIGHTWEAPON CHASSIS (ARTIFACT)

Weapon *(any lightweapon), artifact*
Requires attunement
This modifiable lightweapon chassis comes with vacant modification slots for lightweapon modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

LIGHTWEAPON CHASSIS (LEGENDARY)

Weapon *(any lightweapon), legendary*
Requires attunement
This modifiable lightweapon chassis comes with vacant modification slots for lightweapon modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

LIGHTWEAPON CHASSIS (PREMIUM)

Weapon *(any lightweapon), premium*
Requires attunement
This modifiable lightweapon chassis comes with vacant modification slots for lightweapon modifications. It can house modifications of premium rarity or lower.

LIGHTWEAPON CHASSIS (PROTOTYPE)

Weapon *(any lightweapon), prototype*
Requires attunement
This modifiable lightweapon chassis comes with vacant modification slots for lightweapon modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

LIGHTWEAPON CHASSIS (STANDARD)

Weapon *(any lightweapon), standard*
Requires attunement
This modifiable lightweapon chassis comes with vacant modification slots for lightweapon modifications. It can house modifications of standard rarity.

WEAPONS (VIBROWEAPONS)

Item	Rarity
Vibroweapons	
Vibroweapon Chassis (Standard)	Standard
Bolas (Fine)	Premium
J-19 Bo-Rifle	Premium
Net (Fine)	Premium
Vibroweapon Chassis (Premium)	Premium
AB-75 Bo-Rifle	Prototype
Bolas (Improved)	Prototype
Net (Improved)	Prototype
Vibroweapon Chassis (Prototype)	Prototype
Bolas (Superior)	Advanced
Hewey	Advanced
Net (Superior)	Advanced
Vibroweapon Chassis (Advanced)	Advanced
Bolas (Exceptional)	Legendary
Net (Exceptional)	Legendary
Vibroweapon Chassis (Legendary)	Legendary
Bolas (Champion)	Artifact
Net (Champion)	Artifact
Vibroweapon Chassis (Artifact)	Artifact

AB-75 BO-RIFLE

Weapon *(bo-rifle),* ***prototype***

You have a +2 bonus to attack and damage rolls with this enhanced weapon. Additionally, while it is in staff mode, the save DC for its shocking property increases to 15.

This version of the bo-rifle was exclusive to high-ranking members of the Honor Guard of Lasan.

BOLAS (FINE)

Weapon *(bolas),* ***premium***

A Large or smaller creature hit by a bolas is restrained until it is freed. A bolas has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 14 Dexterity check, freeing itself or another creature within its reach on a success. The bolas has an AC of 11, 10 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the bolas frees the creature without harming it and immediately ends the bolas's effects. While a creature is restrained by a bolas, you can make no further attacks with it.

Due to their unwieldy nature, bolas make ineffective melee weapons. Melee attack rolls made with them are made at disadvantage.

BOLAS (IMPROVED)

Weapon *(bolas),* ***prototype***

A Large or smaller creature hit by a bolas is restrained until it is freed. A bolas has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 15 Dexterity check, freeing itself or another creature within its reach on a success. The bolas has an AC of 12, 15 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the bolas frees the creature without harming it and immediately ends the bolas's effects. While a creature is restrained by a bolas, you can make no further attacks with it.

Due to their unwieldy nature, bolas make ineffective melee weapons. Melee attack rolls made with them are made at disadvantage.

BOLAS (SUPERIOR)

Weapon *(bolas),* ***advanced***

A Large or smaller creature hit by a bolas is restrained until it is freed. A bolas has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 16 Dexterity check, freeing itself or another creature within its reach on a success. The bolas has an AC of 13, 20 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the bolas frees the creature without harming it and immediately ends the bolas's effects. While a creature is restrained by a bolas, you can make no further attacks with it.

Due to their unwieldy nature, bolas make ineffective melee weapons. Melee attack rolls made with them are made at disadvantage.

BOLAS (EXCEPTIONAL)

Weapon *(bolas),* ***legendary***

A Large or smaller creature hit by a bolas is restrained until it is freed. A bolas has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 17 Dexterity check, freeing itself or another creature within its reach on a success. The bolas has an AC of 14, 25 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the bolas frees the creature without harming it and immediately ends the bolas's effects. While a creature is restrained by a bolas, you can make no further attacks with it.

Due to their unwieldy nature, bolas make ineffective melee weapons. Melee attack rolls made with them are made at disadvantage.

BOLAS (CHAMPION)

Weapon (bolas), artifact

A Large or smaller creature hit by a bolas is restrained until it is freed. A bolas has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 18 Dexterity check, freeing itself or another creature within its reach on a success. The bolas has an AC of 15, 30 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the bolas frees the creature without harming it and immediately ends the bolas's effects. While a creature is restrained by a bolas, you can make no further attacks with it.

Due to their unwieldy nature, bolas make ineffective melee weapons. Melee attack rolls made with them are made at disadvantage.

HEWEY

Weapon (vibroblade), advanced

You gain a +1 bonus to attack and damage rolls with this enhanced weapon.

This weapon has 6 charges and regains 1d6 charges when you complete a long rest. Once per turn when you hit with a melee weapon attack with this weapon, you can expend a charge to have the weapon deal an additional 1d8 kinetic damage.

Hewey is an N-30 battle blade owned by the mercenary Corso Riggs during the Galactic Cold War.

J-19 BO-RIFLE

Weapon (bo-rifle), premium

You have a +1 bonus to attack and damage rolls with this enhanced weapon. Additionally, while it is in staff mode, the save DC for its shocking property increases to 14.

This more recent and less artfully designed model of bo-rifle comes with a bayonet attached to the top edge.

NET (FINE)

Weapon (net), premium

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 14 Strength check, freeing itself or another creature within its reach on a success. The net has an AC of 11, 10 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the net frees the creature without harming it and immediately ends the net's effects. While a creature is restrained by a net, you can make no further attacks with it.

NET (IMPROVED)

Weapon (net), prototype

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. The net has an AC of 12, 15 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the net frees the creature without harming it and immediately ends the net's effects. While a creature is restrained by a net, you can make no further attacks with it.

NET (SUPERIOR)

Weapon (net), advanced

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 16 Strength check, freeing itself or another creature within its reach on a success. The net has an AC of 13, 20 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the net frees the creature without harming it and immediately ends the net's effects. While a creature is restrained by a net, you can make no further attacks with it.

NET (EXCEPTIONAL)

Weapon (net), legendary

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 17 Strength check, freeing itself or another creature within its reach on a success. The net has an AC of 14, 25 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the net frees the creature without harming it and immediately ends the net's effects. While a creature is restrained by a net, you can make no further attacks with it.

NET (CHAMPION)

Weapon (net), artifact

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on formless or Huge or larger creatures. A creature can use its action to make a DC 18 Strength check, freeing itself or another creature within its reach on a success. The net has an AC of 15, 30 hit points, immunity to all damage not dealt by melee weapons, and resistance to damage dealt by unenhanced melee weapons. Destroying the net frees the creature without harming it and immediately ends the net's effects. While a creature is restrained by a net, you can make no further attacks with it.

VIBROWEAPON CHASSIS (ADVANCED)

Weapon (any vibroweapon), advanced
Requires attunement
This modifiable vibroweapon chassis comes with vacant modification slots for vibroweapon modifications, as well as one augment slot. It can house modifications of advanced rarity or lower.

VIBROWEAPON CHASSIS (ARTIFACT)

Weapon (any vibroweapon), artifact
Requires attunement
This modifiable vibroweapon chassis comes with vacant modification slots for vibroweapon modifications, as well as two augment slots. It can house modifications of artifact rarity or lower.

VIBROWEAPON CHASSIS (LEGENDARY)

Weapon (any vibroweapon), legendary
Requires attunement
This modifiable vibroweapon chassis comes with vacant modification slots for vibroweapon modifications, as well as two augment slots. It can house modifications of legendary rarity or lower.

VIBROWEAPON CHASSIS (PREMIUM)

Weapon (any vibroweapon), premium
Requires attunement
This modifiable vibroweapon chassis comes with vacant modification slots for vibroweapon modifications. It can house modifications of premium rarity or lower.

VIBROWEAPON CHASSIS (PROTOTYPE)

Weapon (any vibroweapon), prototype
Requires attunement
This modifiable vibroweapon chassis comes with vacant modification slots for vibroweapon modifications, as well as one augment slot. It can house modifications of prototype rarity or lower.

VIBROWEAPON CHASSIS (STANDARD)

Weapon (any vibroweapon), standard
Requires attunement
This modifiable vibroweapon chassis comes with vacant modification slots for vibroweapon modifications. It can house modifications of standard rarity.